AND

RADICALIZE YOUR GAME WITH A SUBSCRIPTION TO NINTENDO POWER!

Each month you get it all—scorching power tips, molten hot strategies, amazing inside info and must-have advice—straight from the pros at Nintendo! Score it now!

POWER-UP FOR JUST $15!

Your mailbox will never be the same when 12 *white-hot issues of Nintendo Power* char the paint off it *every month!* And all this for *just $15!* You save $2.25 off the single issue price each month!

YOU HOLD THE KEY TO UNLIMITED POWER!

The attached order form is your key to commanding incredible power. Fill it out. Detach it. Mail it. Brace yourself.

REACH OUT AND SCORE NOW!

CALL

1-800-521-0900

TO ORDER BY VISA OR MASTERCARD 24 HOURS A DAY, 7 DAYS A WEEK.

The Nintendo Representative will need to talk to the person whose name is on the credit card.

NINTENDO POWER™

UNMASK THE POWER ANIMAL IN YOU!

FLIP DOWN TO UNMASK.

SUPER-HEAT YOUR SKILLS WITH MOLTEN POWER...HERE'S HOW:

Fill out the subscription card to the right and include all the information requested along with your payment.

-OR-

REACH OUT AND POWER UP RIGHT NOW!

CALL

1-800-521-0900

TO ORDER BY VISA OR MASTERCARD 24 HOURS A DAY, 7 DAYS A WEEK.

The Nintendo Representative will need to talk to the person whose name is on the credit card.

PLUS...GET MASSIVE DOSES OF POWER WITH BACK ISSUES AND TIP BOOKS!

Did you know you can get back issues of Nintendo Power? Or special Tip Books to unmask the Power Animal in you? To order, just fill out the card on the far right.

SCORE! POWER! NOW!

☐ **YES!** ***I want hardcore power*** **with a *2-year subscription (24 issues!)* for just *$30!***
(Washington State residents add 8.2% sales tax: total $32.46.)
Canadian residents pay $44.94 Canadian funds (includes 7% GST).

☐ **YES!** ***Power me up*** **with a *1-year subscription (12 issues!)* for just *$15.***
(Washington State residents add 8.2% sales tax: total $16.23.)
Canadian residents pay $22.47 Canadian funds (includes 7% GST).

Please print legibly with ink.

Name

Address

City State Zip

( )
Telephone No.

I'm paying for my subscription by: ☐ **MasterCard** ☐ **VISA**
☐ **Check or Money Order** (Payable to Nintendo)

Credit Card Number ______ Exp. Date ___/___

Cardholder's Name ______

Cardholder's Signature X______

Just fill out this card and mail it along with your payment or credit card information in a stamped envelope to: Nintendo Power Magazine, Attn. Subscription Dept., P.O. Box 97043, Redmond, WA 98073-9743.

Please allow six to eight weeks for delivery.

REACH OUT AND POWER UP RIGHT NOW!

CALL

1-800-521-0900

TO ORDER BY VISA OR MASTERCARD 24 HOURS A DAY, 7 DAYS A WEEK.

The Nintendo Representative will need to talk to the person whose name is on the credit card.

432

BACK ISSUE / TIP BOOK ORDER FORM

If you missed these classic Nintendo Power issues, don't miss out now! Your price as a subscriber is just $3.50 plus $1.00 postage and handling. Tip Books are just $4.95 each. Strategy Guides are $3.50 plus $1.00 postage and handling (For Canadian Residents, back issues are $4.50 each plus $1.50 postage and handling, $6.50 each for tip books and $4.50 each plus $1.50 postage and handling for Strategy Guides.) See page 98 for more details.

Name

Street Address (P.O. Box)

City State Zip

Phone Membership No. (MBR# on address label.)

Please check method of payment: DO NOT SEND CASH.

☐ Check or Money Order (Payable to Nintendo) ☐ MasterCard ☐ Visa

Credit Card Number Expiration Date

( )

Cardholder's Signature Telephone No.

Cardholder's Name

Item	Magazine Issue	U.S. Price	Canadian Price*	Quantity (Limit 5 per Issue)	Total Amount
#19688	Volume 14 Issue (July/Aug)	$4.50	$6.00		$
#21119	Volume 16 Issue (Sept/Oct)	$4.50	$6.00		$
#21173	Volume 18 Issue (Nov/Dec)	$4.50	$6.00		$
#21789	Volume 20 Issue (Jan '91)	$4.50	$6.00		$
#21791	Volume 21 Issue (Feb '91)	$4.50	$6.00		$
#21793	Volume 22 Issue (Mar '91)	$4.50	$6.00		$
#21795	Volume 23 Issue (Apr '91)	$4.50	$6.00		$
#22261	Volume 24 Issue (May '91)	$4.50	$6.00		$
#22263	Volume 25 Issue (June '91)	$4.50	$6.00		$
#22265	Volume 26 Issue (July '91)	$4.50	$6.00		$
#22267	Volume 27 Issue (Aug'91)	$4.50	$6.00		$
#20685	1st Year Set (Vol. 1-6)	$24.00	$26.00		$
#22741	2nd Year Set (Vol. 7-12)	$24.00	$26.00		$
	Strategy Guides				
#19687	Super Mario Bros. 3 (Vol.13)	$4.50	$6.00		$
#20683	Ninja Gaiden II (Vol.15)	$4.50	$6.00		$
#21121	Final Fantasy (Vol.17)	$4.50	$6.00		$
#21175	4-Player Extra (Vol.19)	$4.50	$6.00		$
	Tip Books				
#6979	The Legend of Zelda Tips and Tactics.	$4.95	$6.50		$
#4405	How to Win at Super Mario Bros.	$4.95	$6.50		$

Washington State residents add 8.2% sales tax (multiply by .082)
While supplies last! Allow six to eight weeks for delivery.
Enclose this card along with your payment or credit card information in a stamped envelope, for your own protection, and mail to: Nintendo Power Magazine, P.O. Box 97032, Redmond, WA 98073-9732

SubTotal $
Sales Tax $
Total $

NINTENDO POWER®

VOLUME 29
U.S. $3.50 Canada $4.50

STAR TREK

"Beam Up" To Adventure

ENTERPRISE

▸ Features

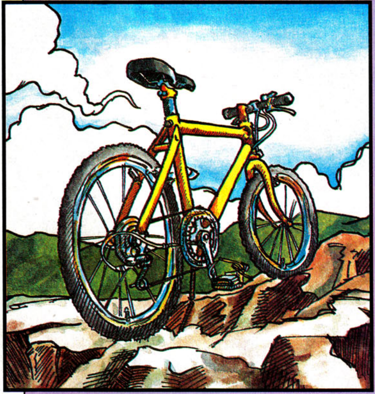
Super NES—F-Zero
Game Boy—Castlevania II
NES Classic—Metroid

Official Nintendo® Seal of Quality®

THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS

POWERLINE

●We're including something new this month: a review of an all-time classic space game, **Metroid**. Ever since they first battled the insidious Mother Brain, players have been clamoring for a sequel. Next month, they'll get it! We could think of no better way to introduce it than to retell the original story and present complete maps and collector's tips. Finally, Samus Aran returns!



●For the Super NES, this month's feature, **F-Zero**, is a fantastic, futuristic space race that pits humans against aliens. Not just your regular space simulator game, F-Zero has three skill levels and 15 tracks with varied and vivid background scenes. Control of the super jet pods is precise and enhanced racing sound adds to the excitement. Rounding out the Super NES Showcase are the long-awaited **Super R-Type** and a great new golf game, Hal's **Hole-In-One**.

●For Game Boy, the Belmonts are back in a new adventure, **Castlevania II—Belmont's Revenge**. Bad boy Bart is back too—back from camp! In **Bart Simpson's Escape From Camp Deadly**, he and Lisa discover that Camp Deadly isn't all that the brochures promised. Their counselor is hard core, the fun and games aren't, and the food stinks. It's Dullsville, man. Breaking all the rules is par for the course as Bart adds some excitement to Camp Deadly's schedule.

●Also this month, we're issuing an official Trekkie alert. The space ship Enterprise beams the entire **Star Trek** crew down to the NES for a stellar video adventure. The commanding Kirk, unflappable Spock and others from the original Trek team take on a new challenge and, in the process, meet some new beings and some old adversaries. One of the game's great features is that your characters can beam back up to the Enterprise to be rejuvenated when they run low on energy.

●And speaking of treks, wait until you see this month's Player's Poll Contest. The lucky winner can start planning now for a family vacation! One lucky Paper Boy 2 fan will have the chance to become a power biker and take the whole family on a mountain bike adventure. Then the winner will return home with the bikes, which will get the papers right to subscriber's porches. Check out all of the details on pages 82-83, then be sure to send in your entry. You never know—you might be trekking yourself next spring!

NINTENDO POWER™

STAFF

Publisher — M. Arakawa
Producer in Chief — Hiroyuki Kato
Editor in Chief — Gail Tilden
Senior Editor — Pam Sather
Editors — Scott Pelland
George Sinfield
Leslie Swan
Dayv Brooks
Mark Yamada
Kevin Johnson
Editorial Consultants — Howard Lincoln
Peter Main
Phil Rogers
Juana Tingdale
Tony Harman
Cover Design — Griffes Advertising
Copy Coodinators — Machiko Oehler
Pete Remine
David Reddig
Jeff Hutt
Director of Production — Tsutomu Otsuka
Producer — Yoshio Tsuboike
Project Coordinators — Hiroyuki Kurano
W. David Mellen
Keiji Hamada
Emi Toyama
Desk Top Publishing — Robert Baker
David Day
Art Director — Yoshi Orimo
Concept & Design — Work House USA
Yukio Yamashita
Ichiro Koike
Yoshi Orimo
Nob-Rin Takagi
Leo Tsukamoto
Hiroko Nagami
Wendy Salvatori
Tami Musante
GeoffreyA.Moriyama
James Pollock
Jeff Hazard
Jumpin' Jack Yushi
Illustrators — Nob-Rin Takagi
Hiroko Nagami
Lee MacLeod
Kazunori Aihara
Matsunori Iwamoto
Jeff Hazard
Bryan Ballinger
Jim Frisino

VOLUME 29—October 1991
Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.
Nintendo Power is published monthly at $42 per year in the U.S.A. ($54 in Canada) only by Nintendo of America Inc., 4820-150 Ave. N.E. Redmond, Washington 98052.

© 1991 by Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be printed in whole or in part without express permission from Nintendo of America Inc., copyright owner.

Printed in the U.S.A.
Color Separation by Dai Nippon Printing Co. Ltd.

NINTENDO IS A REGISTERED TRADEMARK OF NINTENDO OF AMERICA INC.
TM&© for games and characters are owned by the companies who market or license those products.

CONTENTS

VOLUME 29

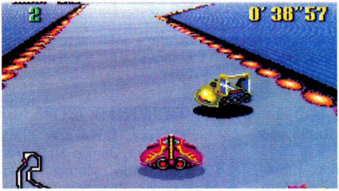
NINTENDO POWER™

OCTOBER 1991

FEATURES

F-ZERO ·········· **8**

We've seen the future of racing, and it takes a serious turn as aliens go up against earthlings.



STAR TREK ·········· **24**

Trekkies will delight in the latest from Konami. Beam me up, Scotty, I'm running low on energy!

ROGER CLEMENS MVP BASEBALL ···· **32**

Big league baseball comes to prime time with the big hitters on the NES. Play ball!

METROID ············ **38**

It's a blast from the past—the original Metroid with Samus Aran trapped on the planet Zebes.

SHATTERHAND ·········· **46**

When scientists twist technology to meet their own greedy goals, a futuristic cybernoid steps in.

SUPER NES SHOWCASE

SUPER GHOULS'N GHOSTS ·· **72**

They're brawlin' in the graveyard with Capcom's super sequel to Ghosts 'N Goblins.

HAL'S HOLE-IN-ONE GOLF · **76**
SUPER R-TYPE ·············· **79**

TIPS FROM THE PROS

NESTER'S ADVENTURES ····· **18**
CLASSIFIED INFORMATION ··············· **20**
COUNSELORS' CORNER ····· **34**

VIDEO UPDATES

NOW PLAYING ·········· **84**

Step right up—the box office is open!

PAK WATCH ··············· **94**

Mega-hits are coming soon to a video game system near you.

GAME BOY

CASTLEVANIA II ······· **52**

The Belmonts are cursed by the Count, but they're not down and out yet. It's a haunting adventure for Game Boy.

BART SIMPSON'S ESCAPE FROM CAMP DEADLY ······················ **60**

When Bart butts heads with his camp counselor, something's got to give, and it probably won't be Bart!

TRACK MEET ············· **64**

Runners, take your marks—get set for Game Boy games!

MONOPOLY ················ **66**

Land barons bet the big bucks on Atlantic City deeds.

PLAYER'S FORUM

PLAYER'S PULSE ················· **6**
PLAYER'S POLL CONTEST ··· **82**
NES ACHIEVERS ················ **88**
TOP 30 ··························· **90**

THE INFO ZONE

CELEBRITY PROFILE ··········· **93**
BULLETIN BOARD ············· **98**
NEXT ISSUE ······················ **99**

MAILBOX

AMERICA'S MOST WANTED

If you've been elbowed out of your Nintendo zone by a parent, you aren't alone. In June's issue we asked readers to send pictures of parents hogging the action. As you can see from this month's letters, there are lots of culprits out there.

ACCUSED CLAIMS SHE'S INNOCENT

I caught my mom "in the act" one day after school. When I opened the front door, she hurriedly turned off the power of the NES and took out the Wheel of Fortune Game Pak. I asked her what she was doing and she replied, "Oh, I'm just cleaning." That was a little hard to believe, knowing that Wheel of Fortune is her favorite game show, but she didn't admit anything. I think that she should be added to the ten most wanted list for parent players. Her name is Janet Spriggs.

Jeffrey Spriggs
Washington, PA

MOM TAKES OVER TETRIS

I received a Game Boy for my fourteenth birthday. I was very pleased with it, but less than a week later I lost it. I didn't misplace it or drop it down the garbage disposal—the fate I suffered was much worse. I was playing Tetris and I had just finished Level 9-1 when my mother sat down and started watching me. A few minutes later she asked to play. She's been at it ever since. Even as I write, she plays. I don't think I can stop her. Help!

Andy Carron
Desoto, MO

APB: MISSING MOM

We're writing to tell you that our house is filled with Nintendo maniacs, especially now that our Mom has started playing! She has saved the princess in Super Mario Bros. and is now playing Dr. Mario. She's pretty good and can get to level 23, but we have to compete with her for our turn to play. Sometimes when Dad comes home from work he asks where Mom is. She's playing Dr. Mario, of course, and saying, "Just one more try and I'll stop!" My brother and I were really happy when we finally saved enough money to buy a Game Boy. Then one night, my Mom picked it up and started playing Tetris. Now, if she goes to one of our baseball games, she takes Game Boy to play! She's up to level 10 on Tetris and keeps trying and trying. The only one not hooked on Nintendo yet is our Dad, but we're working on him, too!

Jamie and Chris Schweitzer
Tampa, FL

Proud mom Lisa Schweitzer saves the princess.

NINTENDO MOM "GONE CRAZY"

My mom, Janice Neil, is a Nintendo Mother gone crazy! She has finished eighteen games. Among them are Zelda I and II, Dragon Warrior I and II, Final Fantasy, Hydlide, Ultima, StarTropics, Willow, Strider, Maniac Mansion, Legacy of the Wizard, Clash at Demon Head, Faxanadu, the Magic of Scheherezade, Crystalis, and Shadowgate! She is almost done with Castlevania III: Dracula's Curse. When she's not busy playing games, she's a good nurse, a Girl Scout leader, and an all-around great Mom.

Carolyn Neil
Richmond, VA

Nintendo mom Janice Neil taps Nintendo Power for tips.

FROM THE FELON FILE

File #1174328
Name: Marie "Quick Fingers" Kristjanson
Age: 25 (she claims)
Charge: Playing Dr. Mario non-stop for five hours
Date of Arrest: May 4, 1991

Douglas Kristjanson
Kamloops, BC

DAD BECOMES VIDEO MONSTER

When we bought The Legend of Zelda in 1988, we didn't realize we were unleashing a monster. My Dad became addicted, playing at night on weekdays. He just couldn't stop! Some weeknights he would stay up until 4 or 5 o'clock in the morning trying to defeat Ganon. He would sleep for two hours, then get up and go to work at 7 o'clock. Finally, four months later, Dad finally beat Ganon in a showdown at Death Mountain. Life settled down for awhile, but then, last year, we got The Adventure of Link . . . Mistake! Normality was just a dream.

Ted Plothe
Decatur, IL

CRIMINAL NEGLIGENCE

My Dad doesn't really play with our NES very much, but he has an unbelievable addiction to Game Boy Tetris! He has become very good at it, and if I want to play, I often have to wait for 20 minutes or more before I get a turn. Sometimes Mom hides the Game Boy so he'll pay more attention to her.

Chad Butt
Saint Joseph, MI

FANTASTIC FEATS BY POWER PLAYING FEET

My name is Jason Schatz and I am 13 years old. Last year in February I purchased my NES with my own money. It was one of the best things I ever did! To date I have beaten 31 games, including all three Super Mario Bros. games, all three Mega Man games, Double Dragon 1 and 2, both Zeldas, Dragon Warrior, Final Fantasy, and many others. Last June I had an accident which severed my thumb muscle. I couldn't use it all summer, but that didn't stop me from playing! Using the Advantage, and a wacky idea, I learned to play with my left hand on the joystick and my feet on the buttons. Not only did it work, but I beat Super Mario Bros. 3 with my feet! Now that my thumb has healed, beating games with my feet is just for show.

Jason Schatz
Oxford, MD

Jason can knock the socks off the competition with one hand tied behind his back.

MORE FANTASTIC FEET!

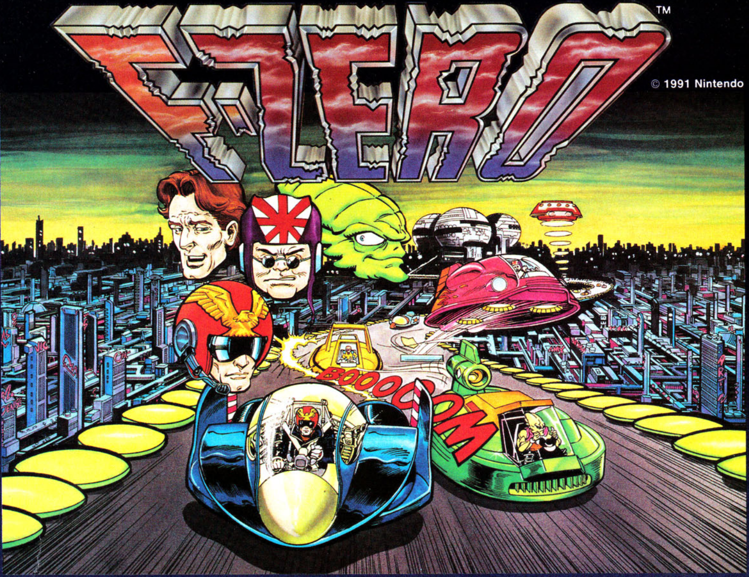
Recently my 15-year-old, Scott, was involved in a bad accident in which he suffered severe injury to both of his hands. During his stay at the hospital he became terribly bored just sitting and watching TV. One day he had his feet sticking out of the hospital bed and he said, "I bet I could play my NES with my toes if they would bring it in here." The nurse came back and rolled a portable Nintendo system into his room. Scott immediately began playing it with his toes. We were all amazed! He was released from the hospital but still wore bandages at home. When Scott's friends came to visit he challenged them to a game of "Ninten-Toe". He beat them all!

Mrs. Kristi Waymire
Peru, IN

Scott's friends are no match for his power playing toes. He's a shoe-in!

Thumbs up or thumbs down? Do you sometimes disagree with our decisions to feature some games and exclude others? Do you think we should change our format? Should we expand or reduce our regular columns, such as Player's Pulse, NES Achievers or Counselor's Corner? This is your chance to voice your opinions! Send us your ideas—we're ready to listen! Write to the following address:

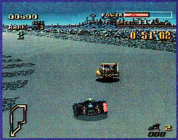
Nintendo Power
Player's Pulse
P.O. Box 97033
Redmond, WA
98073-9733



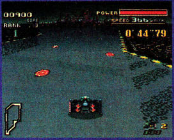
© 1991 Nintendo

FLY INTO THE FUTURE

High above the cities and wastelands of 26th Century Earth hover the fastest, most dangerous machines known to man or mutant. Their pilots are steely nerved competitors, driven to be at the top of the heap. F-Zero takes you to the aerial arenas of these futuristic fighters with smooth action and amazing special effects.



F-Zero Circuit racers compete on tracks that hover over the 26th Century landscape.

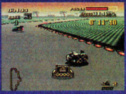


High tech obstacles and sharp corners are designed to slow down speeding vehicles.

RACE FOR THE RECORD

GRAND PRIX

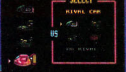
The three leagues of the Grand Prix Circuit each feature five treacherous tracks. If you finish in the top three, you'll move on to the next track. Advanced tracks provide advanced challenges.

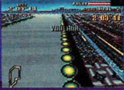


The tracks become more challenging as you race through the circuit.

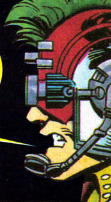
PRACTICE

In the Practice Mode, you can test seven of the most challenging tracks on the circuit and register your best times into the record books.





Practice solo or go against a single competitor.



Soar Through The F-Zero Circuit

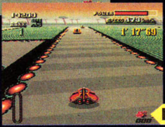
KNIGHT LEAGUE

This beginning league features relatively obstacle-free courses.

MUTE CITY I

BIG BLUE

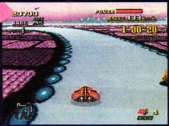
SAND OCEAN


DEATH WIND I

SILENCE

QUEEN LEAGUE

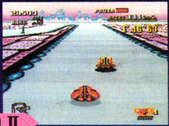
The tracks get narrow, crowded and dangerous in this advanced league.


WHITE LAND I

RED CANYON I

PORT TOWN I

MUTE CITY II

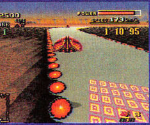

WHITE LAND II

KING LEAGUE

On the most treacherous tracks of this dangerous league, any mistake is lethal.

PORT TOWN II

MUTE CITY III

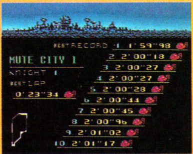

RED CANYON II

FIRE FIELD

DEATH WIND II

ONE FOR THE BOOKS!

Since the F-Zero Game Pak has a battery back-up, it records the ten best times for each of the 15 tracks so that you can race for a place in F-Zero history.

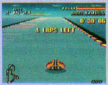


```
BEST RECORD  1  1'59"98
MUTE CITY I  2  2'00"18
             3  2'00"27
KNIGHT I     4  2'00"27
BEST LAP     5  2'00"28
0'23"34      6  2'00"44
             7  2'00"45
             8  2'00"96
             9  2'01"02
            10  2'01"17
```

Put your best time in the books.

JUMP INTO THE DRIVER'S SEAT

F-Zero uses every button on the Super NES Controller to effectively put you in control of your own racing machine. The Control Pad is used for steering. The B, A, X and Y Buttons are used for controlling speed. And the L and R Buttons can make your machine lean into corners.

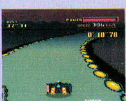


ACCELERATE

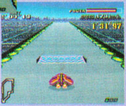
Keep your thumb on the B Button to blast off with maximum speed.

MOVE YOUR MACHINE

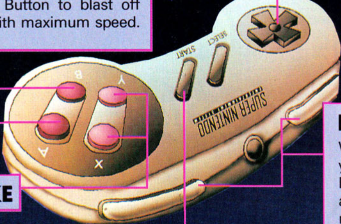
You can steer by pressing Left and Right on the Control Pad. By pressing Up and Down after you launch from a Jump Plate, you can cut short or sustain the flight.



Steer around corners by pressing Left and Right.



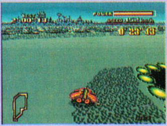
Press Up and Down while in the air to control your flight.



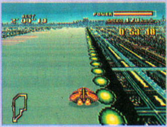
BRAKE

LEAN AND DIG

While you're taking sharp corners, you may slide wide. Press the L or R Button to lean left or right and you'll avoid sliding by digging into the corner.



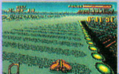
With a good lean, your machine will corner like it's on rails.



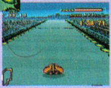
Stay close to the edge on the inside and keep moving.

SUPER JET

Whenever you complete a lap, you'll earn a Super Jet turbo blast for a four-second boost of super speed.



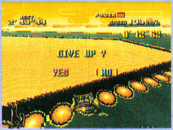
Blast through rough terrain in a hurry with a turbo boost.



The Super Jet is most effective in long straight-a-ways.

DROP OUT

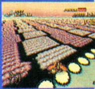
Press the Start Button to pause the action and you'll have the option to stop racing.



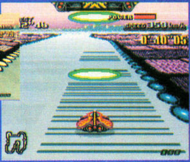
If the race isn't going your way, you may want to sit it out.

PIT ZONE POWER-UP

When you hit obstacles, rails and other machines, you'll lose precious energy. If you lose all of your energy, your machine will be headed for the scrap heap. Make sure that you duck into the Pit Zone when you need a quick energy refill.



It's easy to lose energy quickly when you're on a crowded, narrow track.



You'll come across one Pit Zone on every track. If your machine is low on energy, slow down and let it power-up.

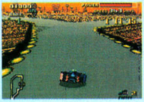
CHOOSE YOUR MACHINE

The pilots and their machines vary in strengths and abilities. Choose one that fits your own driving style.

GRAND PRIX MODE
SELECT YOUR CAR

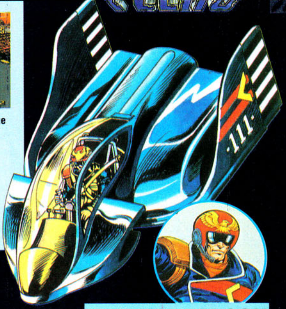
BLUE FALCON

While the Blue Falcon doesn't stand out in any category, it's a good all around machine.



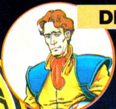
The main attribute of the Blue Falcon is it's tough shell.

Engine Unit	8F-2001 X 4
Max. Power	3200 Ps.
Max. Speed	457 Km/h
Weight	1260 Kg.



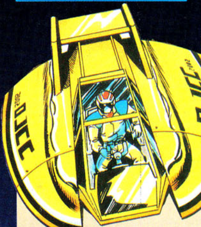
CAPTAIN FALCON

The captain is a native of Port Town and a fierce competitor. No matter what the prize, Captain Falcon will throw his hat into the ring.



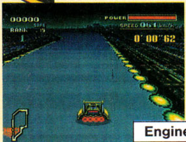
DR. STEWART

The good doctor from Mute City comes from a long line of racing pilots.



GOLDEN FOX

Since the Golden Fox is the lightest machine in the circuit, it is also the quickest to accelerate.

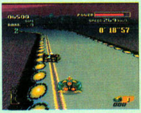


The Golden Fox is always the first machine to take the lead.

Engine Unit	CF-2614 X 4
Max. Power	2950 Ps.
Max. Speed	438 Km/h
Weight	1020 Kg.

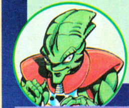
WILD GOOSE

The armored shell of the Wild Goose lets it take a lot of hits without losing much energy.



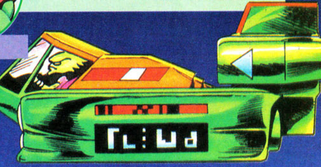
A strong exterior allows the Wild Goose to take a licking.

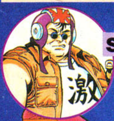
Engine Unit	ES-8302 X 3
Max. Power	3670 Ps.
Max. Speed	462 Km/h
Weight	1620 Kg.



PICO

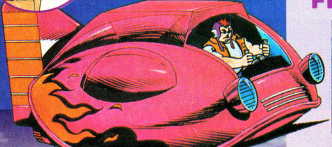
The pilot of the Wild Goose is an ex-military leader and native of Death Wind.





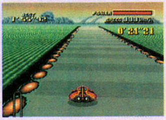
SAMURAI GOROH

Rumor has it that this master thief built the Fire Stingray from stolen parts.



FIRE STINGRAY

While this machine is slow to accelerate, it corners well and has the highest maximum speed.

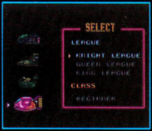


After it has a chance to warm up, the Stingray blazes by opposing machines.

Engine Unit	RS-5025 X 2
Max. Power	3800 Ps.
Max. Speed	478 Km/h
Weight	1960 Kg.

LET THE RACE BEGIN!

The tracks of the F-Zero Circuit range from all-out straightaway sprints to sharp-cornered obstacle courses. Study them before you race and take note of winning techniques.



SELECT
LEAGUE
KNIGHT LEAGUE
QUEEN LEAGUE
KING LEAGUE
CLASS
BEGINNER

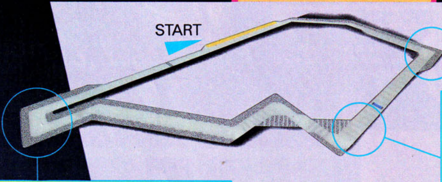
Choose from among three royal F-Zero leagues.

KNIGHT LEAGUE

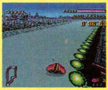
MUTE CITY I

This first course in the circuit features a few simple obstacles and a super straightaway on the home stretch.

🟨 -------- Pit Zone
▨ -------- Rough
🟦 -------- Jump Plate

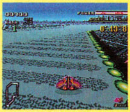


ROUGH CURVE



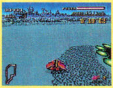
Stay inside when you take this turn to avoid the machine-slowing Rough.

SUPER JET



With a turbo blast of the Super Jet, you can make a bee-line through the Rough.

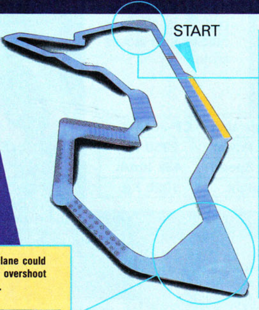
SLOW DOWN



Hit the Rough on the inside to slow down for this super sharp turn.

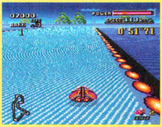
BIG BLUE

This race over the water features a stunning view. Keep your eyes on the road though, and watch for ice!



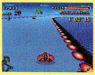
DON'T SLIDE!

If you turn too sharply on the ice, you'll lose control. Slow down, then hit the Super Jet on the way out.

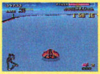


STAY INSIDE

If you're following the outside rail here, you'll waste a lot of time. Cut in and keep racing.



The wide lane could make you overshoot the curve.



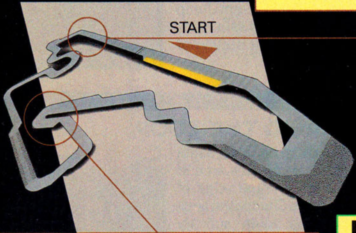
Follow the inside rail and keep racing.

SAND OCEAN

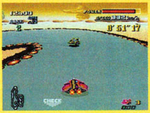
Many of the curves on this seaside course are sharp and narrow. Try to pass on the straights.

SUPER JET

Hit the turbo after the last curve and speed toward the finish line.



SHARP TURN



This sharpest, narrowest curve in the Knight League is very tough in a crowd.

DEATH WIND I

Wind whips through this oval with a fury. Steer against the gale and aim for the center of the track.

SUPER JET

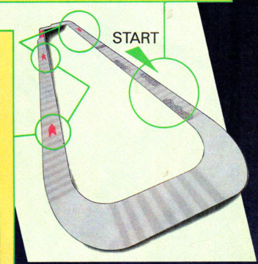
The Super Jet counteracts the machine-slowing Rough. Hit it on this Rough-lined straightaway.

DASH ZONE BOOST

Hit the Dash Zone for a quick burst that will send your machine soaring at 900 Km/h.

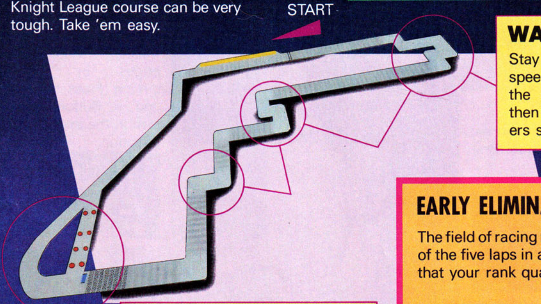
Stay centered and shoot for the Dash Zone.

Blast off from the Dash Zone with super speed.



SILENCE

The angular curves of the last Knight League course can be very tough. Take 'em easy.



WATCH THE CURVES

Stay centered, speed through the first curves, then take the others slow.

MINE FIELD

The short route here is littered with Land Mines. Aim for the center to avoid them.

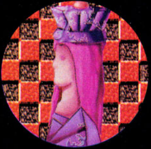
EARLY ELIMINATION

The field of racing machines narrows after each of the five laps in a Grand Prix race. Make sure that your rank qualifies you to move on.

24400
SAFE 7
RANK
1

Watch your rank and race to victory.

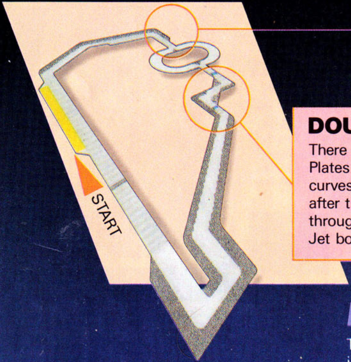
Lap 1	15 Machines Qualify
Lap 2	10 Machines Qualify
Lap 3	7 Machines Qualify
Lap 4	5 Machines Qualify
Lap 5	3 Machines Qualify



QUEEN LEAGUE

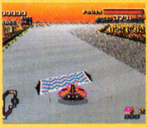
MUTE CITY II

This second take on the Mute City track has the same basic layout as the first but has more obstacles.



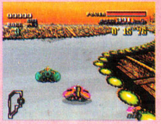
STAY ON TRACK

It's easy to twist in the air and end up over the edge when launching from Jump Plates. Aim for a safe landing on a straight section of track.



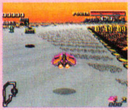
ROUND THE LOOP

The distance is the same whether you race around the left or right edge of the loop. Choose the least crowded route and try not to slide into the sides.



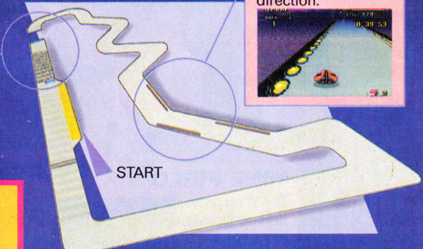
DOUBLE JUMP

There are two Jump Plates in this series of curves. Hit them one after the other or barrel through with a Super Jet boost.



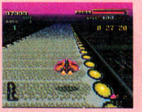
PORT TOWN I

The narrow curves and early jumps make this course a difficult one to come from behind. Keep up with the pack.



JUMP! JUMP!

Veer to the right from the start to hit the over-the-Rough Jump Plate, then blast off over the gap.



PULL AWAY

Magnets pull your machine toward the edges in this stretch. Press the L and R Buttons to lean in the opposite direction.

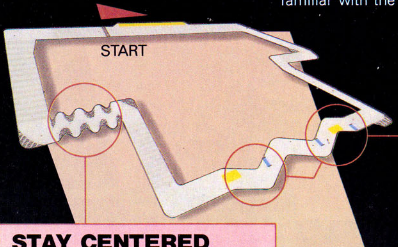
WORK TOWARD THE RAILS

If you stay near the inside rail, in most cases, you'll end up covering the least amount of track and earn a better time.

You can touch the rail slightly without taking damage.

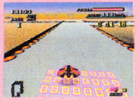
RED CANYON I

The race over the red rocks is very fast and straight forward if you're familiar with the course layout.

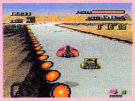


TRIPLE JUMP

You can leap off the Jump Plates here to keep a straight and steady course. Blast off and fly over the edge!



If you jump over the track, magnets will pull you down.



Leap over the rail and cut across over the corner.

STAY CENTERED

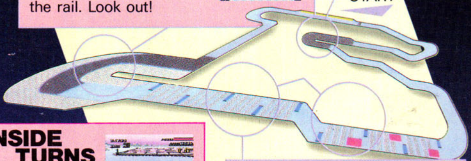
Shoot down the center of this passage and you'll avoid the zig-zagging sides.

WHITE LAND I

This wintery course is picturesque but packed with slippery traps. Beware!

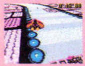
SLOW OR SLIDE

If you don't cut your speed on these icy turns, you'll hit the rail. Look out!



UPS AND DOWNS

The Jump Plates in this area are accompanied by Magnets that will pull you down. Press Down for a longer jump.

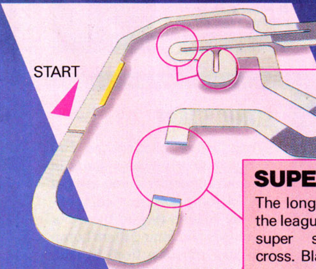


WHITE LAND II

The second slippery course features one tough turn after another. Watch it!

INSIDE TURNS

Cut into the rail to avoid sliding here.

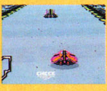


SUPER JET

The longest gap in the league requires super speed to cross. Blast off!

BOOST FROM BEHIND

Use the L and R Buttons to position your machine directly in front of a competitor. When the other machine hits yours, you'll surge forward.

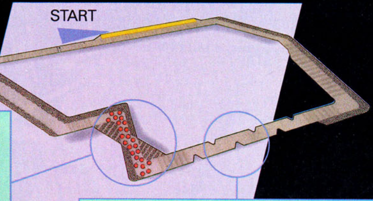


When you're hit from behind, you'll get a quick surge of speed.

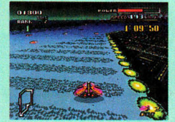
KING LEAGUE

MUTE CITY III

This narrow-tracked course is proof positive that the King League is for expert drivers.

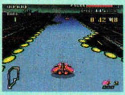


MINE MANIA



Land Mines and the Rough make this a difficult area to negotiate. Hit the Super Jet and you'll get through in a hurry.

JAGGED EDGE



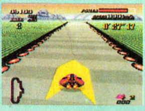
Center your machine and speed between the angular rails.

DEATH WIND II

The windiest of cities now features some super sharp curves. Drive carefully.

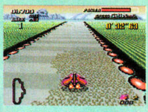
EASY DASH

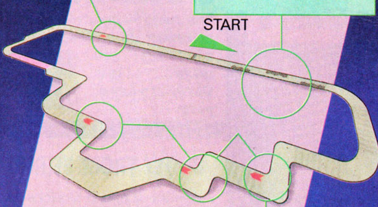
This Dash Zone is in the free and clear. Hit it!



SUPER JET

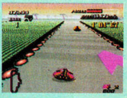
Blast off on this straight and you won't notice the Rough.





DON'T DASH

If you hit these Dash Zones, you'll lose control!



WORK FOR A 1-UP

You'll earn points after you complete laps and races near the top of the ranking order. Earn 10,000 points and you'll net a 1-Up.

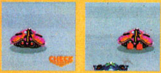
Lap Bonus	
1st Place	900 Pts.
2nd Place	600 Pts.
3rd Place	400 Pts.
4th Place	200 Pts.

Race Bonus	
1st Place	2500 Pts.
2nd Place	1500 Pts.
3rd Place	1000 Pts.

By earning points and collecting 1-Ups, you can accumulate as many as five machines in reserve.

SONIC START

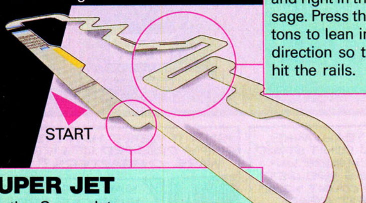
When you're piloting the Fire Stingray, which always starts in the lead-off position, you can get a quick jump over your competition by veering toward the other machines and letting them bump into your machine from behind.



Let the competition push you into the lead early.

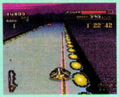
PORT TOWN II

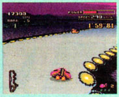
The updated Port Town Course features the same dual jump arrangement as the original. Watch out!



LEAN AND PULL

Magnets alternately pull left and right in this curved passage. Press the L and R Buttons to lean in the opposite direction so that you won't hit the rails.



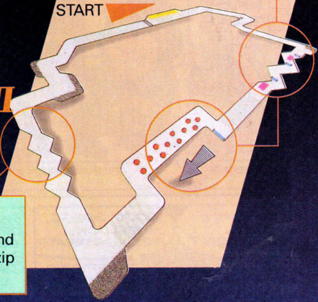


SUPER JET

Hit the Super Jet as soon you pull out of the last set of curves and speed toward the goal.

RED CANYON II

Play the part of daredevil in this second Canyon and go for a really big leap!



JUMP OVER CURVES

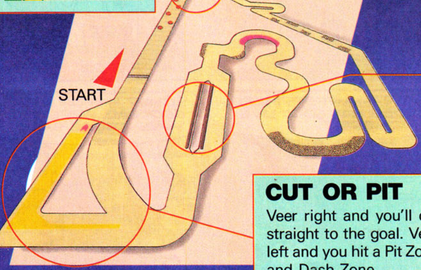
Use the Jump Plates to fly straight over the angular curves.

SUPER JET

Center your machine and ignite the Super Jet to zip through this corridor.

FIRE FIELD

This curve-filled course is the most challenging by far. Study every corner and cut down on your time wherever possible.

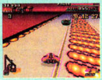


DOUBLE DANGER

You'll encounter a hard curve to the right just after you've navigated a series of Mines. Watch out!

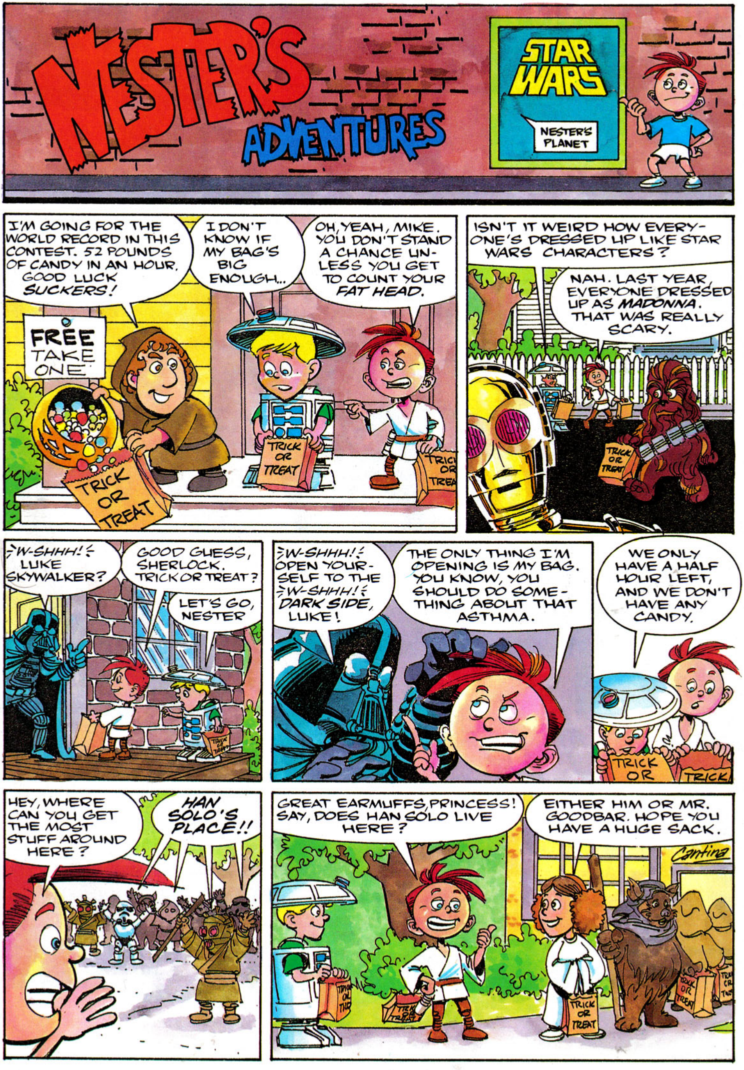
STAY OFF-CENTER

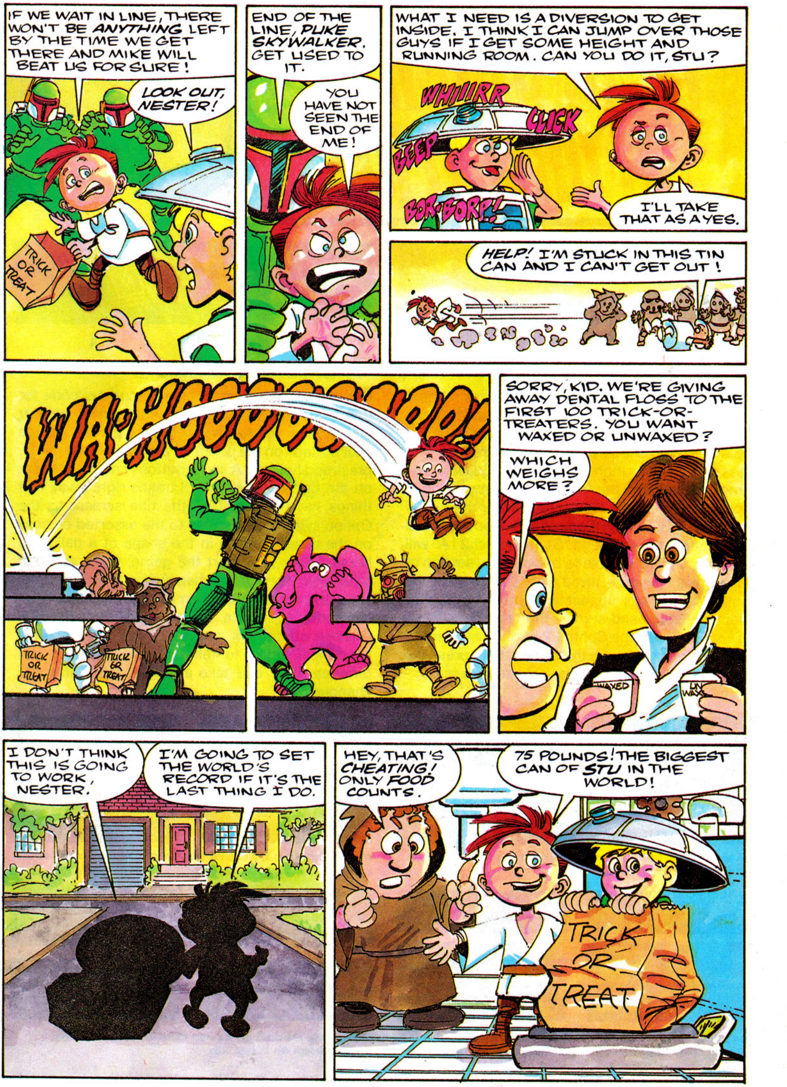
The Magnet in the middle pulls you toward the barrier. Lean away.



CUT OR PIT

Veer right and you'll cut straight to the goal. Veer left and you hit a Pit Zone and Dash Zone.


NESTER'S ADVENTURES
STAR WARS
NESTER'S PLANET
I'M GOING FOR THE WORLD RECORD IN THIS CONTEST. 52 POUNDS OF CANDY IN AN HOUR. GOOD LUCK *SUCKERS!*
FREE TAKE ONE
I DON'T KNOW IF MY BAG'S BIG ENOUGH...
OH, YEAH, MIKE. YOU DON'T STAND A CHANCE UNLESS YOU GET TO COUNT YOUR *FAT HEAD.*
TRICK OR TREAT
ISN'T IT WEIRD HOW EVERYONE'S DRESSED UP LIKE STAR WARS CHARACTERS?
NAH. LAST YEAR, EVERYONE DRESSED UP AS *MADONNA.* THAT WAS REALLY SCARY.
W-SHHH! LUKE SKYWALKER?
GOOD GUESS, SHERLOCK. TRICK OR TREAT?
LET'S GO, NESTER
W-SHHH! OPEN YOURSELF TO THE W-SHHH! *DARK SIDE,* LUKE!
THE ONLY THING I'M OPENING IS MY BAG. YOU KNOW, YOU SHOULD DO SOMETHING ABOUT THAT ASTHMA.
WE ONLY HAVE A HALF HOUR LEFT, AND WE DON'T HAVE ANY CANDY.
HEY, WHERE CAN YOU GET THE MOST STUFF AROUND HERE?
HAN SOLO'S PLACE!!
GREAT EARMUFFS, PRINCESS! SAY, DOES HAN SOLO LIVE HERE?
EITHER HIM OR MR. GOODBAR. HOPE YOU HAVE A HUGE SACK.
Cantina


IF WE WAIT IN LINE, THERE WON'T BE ANYTHING LEFT BY THE TIME WE GET THERE AND MIKE WILL BEAT US FOR SURE!
LOOK OUT, NESTER!
TRICK OR TREAT
END OF THE LINE, PUKE SKYWALKER. GET USED TO IT.
YOU HAVE NOT SEEN THE END OF ME!
WHAT I NEED IS A DIVERSION TO GET INSIDE. I THINK I CAN JUMP OVER THOSE GUYS IF I GET SOME HEIGHT AND RUNNING ROOM. CAN YOU DO IT, STU?
WHIIIRR
CLICK
BEEP
BOR-BORP!
I'LL TAKE THAT AS A YES.
HELP! I'M STUCK IN THIS TIN CAN AND I CAN'T GET OUT!
WA-HOOOOOOOOO!
TRICK OR TREAT
TRICK OR TREAT
SORRY, KID. WE'RE GIVING AWAY DENTAL FLOSS TO THE FIRST 100 TRICK-OR-TREATERS. YOU WANT WAXED OR UNWAXED?
WHICH WEIGHS MORE?
WAXED
UNWAXED
I DON'T THINK THIS IS GOING TO WORK, NESTER.
I'M GOING TO SET THE WORLD'S RECORD IF IT'S THE LAST THING I DO.
HEY, THAT'S CHEATING! ONLY FOOD COUNTS.
75 POUNDS! THE BIGGEST CAN OF STU IN THE WORLD!
TRICK OR TREAT

CLASSIFIED INFORMATION

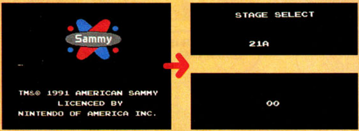
NINTENDO POWER TOP SECRET

VICE PROJECT DOOM

FROM AGENT #453

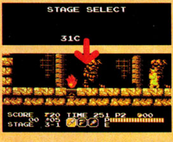
Stage Select

Skip to an advanced stage of this futuristic thriller with an easy-to-enter Stage Select code. Make sure that both Controllers are plugged in, then press and hold the A Button on Controller I and press the Reset Button on the Control Deck. The game will reset and the American Sammy logo will appear on the screen. Next, press either the A Button or the B Button on Controller II. If you pressed the A Button, the message "Stage Select 21A" will appear and you'll be able to begin in any section of any stage of the game. If you press the B Button, the numbers "00" will appear and you'll be able to select any stage and start at the beginning. Press Up and Down on the Control Pad of Controller I to change the numbers on the screen, then press the Start Button to begin on the selected stage.

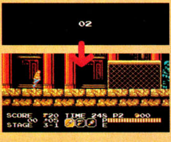


TM&© 1991 AMERICAN SAMMY
LICENCED BY
NINTENDO OF AMERICA INC.

Press and hold A on Controller I and press Reset on the Control Deck. Then press either A or B on Controller II.



If you pressed A, you can select any section of any stage.



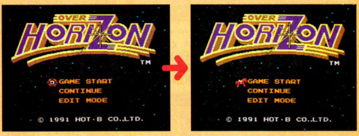
If you pressed B, you can start at the beginning of any stage.

OVER HORIZON

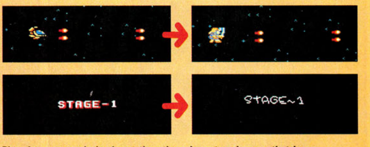
FROM AGENT #369

Character Change

Our agents have come across a curious code for this space adventure. While it won't power-up your ship or send you to advanced stages, it will change your outlook on the game. At any point in the game, press and hold the A and B Buttons and press Reset on the Control Deck. You'll notice right away that things have changed on the title screen, as the Option symbol that points to the assorted choices on the screen will be in the shape of a galloping horse. When you start the game, you'll see that other characters have changed as well. The Ship, for example, changes from its normal shape to an indescribable jumble, Power-Up symbols become Chinese characters and the stage titles change from block letters to italics. Play the game in this different state and take a look at what else has changed.



Press and hold A and B, then press Reset on the Control Deck. You'll notice a change to the Option character on the title screen right away.



Play the game and check out the other character changes that have occurred through this strange code.

CLASSIFIED INFORMATION

Abadox

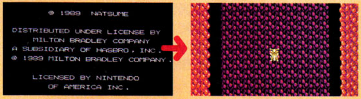
From Agent #544

Stage Select

Any of the seven stages of this journey through a huge alien creature can be accessed instantaneously with a quick code. On the title screen, press the Start Button and you will see copyright information about the game. At that point, press Left, Up, Right, Down, Up, Right, Left and Down on the Control Pad, then look at the table below and press the direction on the Control Pad or the button that corresponds with the desired stage. If you then press the Start Button, you'll start at the beginning of the selected stage. If you press and hold the A Button, then press the Start Button, you'll start at the mid-point of the selected stage.

On the second title screen, press Left, Up, Right, Down, Up, Right, Left, Down and one of the following key strokes to select the desired stage.

Stage	Key	Stage	Key
2	Up	5	Right
3	Left	6	Select
4	Down	7	B



© 1989 NATSUME

DISTRIBUTED UNDER LICENSE BY
MILTON BRADLEY COMPANY
A SUBSIDIARY OF HASBRO, INC.
© 1989 MILTON BRADLEY COMPANY.

LICENSED BY NINTENDO
OF AMERICA INC.

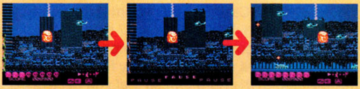
Press Left, Up, Right, Down, Up, Right, Left, Down and Down again to select Stage 4. Then press and hold A and press Start to begin in the middle of the stage.

Samurai Zombie Nation

From Agent #490

Re-Energize

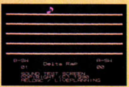
A familiar code that is used for several Konami games can also be used in this odd adventure from Meldac. If you're low on energy, press the Start Button to pause the game. Then press the directions on the Control Pad and the A and B Buttons in the following order: Up, Up, Down, Down, Left, Right, Left, Right, B and A. When you resume play, you'll have full energy. This code works only once per game, so use it only when you really need the energy.



Pause the game, then press Up, Up, Down, Down, Left, Right, Left, Right, B and A to re-energize your floating head.

Sound Test

You can listen to the sound effects and music of the Zombie Nation with a few key strokes. Press and hold Up on the Control Pad along with the A and B Buttons, then press Reset on the Control Deck. A screen showing sound selections will appear. Change the selections by pressing Up and Down on the Control Pad. Then press the B Button to start the sound.



Our agent's favorite Zombie Nation tune is the Delta Rap.

Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips. Our address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

NINTENDO POWER

CLASSIFIED INFORMATION

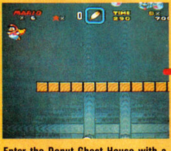
While our agents continue to dig up classified tips and codes for games that are available for the NES, they've found that Mario's Super NES adventure is loaded with special strategies.

SUPER MARIO WORLD™

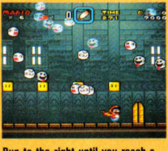
From Agent #317

Top Secret Hide-A-Way

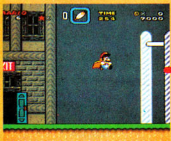
By unlocking the Top Secret Area in the Donut Plains, you can earn an unlimited supply of Cape Feathers, Fire Flowers and 1-Ups whenever you need them. You'll find the entrance to the Top Secret Area in the rafters of the Donut Ghost House. Get a Cape Feather from a red-Caped Super Koopa in Donut Plains 1, then enter the Donut Ghost House. There's a second level of the Ghost House that you can get to by flying up and to the left. Run to the right first so that you get a good running start, then run to the left with super speed and jump when you get close to the left wall. Run to the right once you get to the second level, then release the four 1-Ups from the Blocks near the door and leave. This alternate exit will put you on the path to the lucrative Top Secret Area.



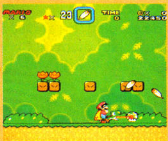
Enter the Donut Ghost House with a Cape, run to the left and fly up to the 2nd floor.



Run to the right until you reach a door to the alternate exit.



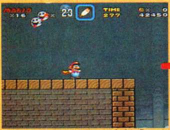
Once you go through the Exit Gate, you'll be on the path to the Top Secret Area.



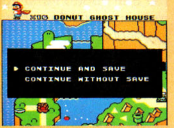
Power Up in the Top Secret Area with 1-Ups, Cape Feathers and Fire Flowers.

Quick Save

While you can save your progress whenever you complete a Fortress, Castle or Ghost House, there may be other times that you'd like to record your accomplishments. Since it's quick and easy to get to the alternate exit of the Donut Ghost House, you can save your progress anytime. Enter the Ghost House with a Cape, then fly up to the second floor and run to the exit. You'll be given the option to save your progress and continue playing!



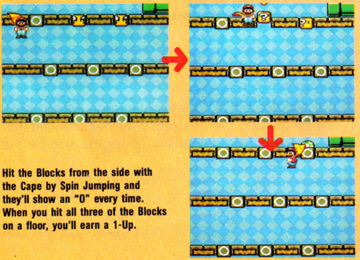
Fly to the second floor of the Donut Ghost House and run to the exit on the right.



You'll be able to save your progress in no time, then take a break!

Cape Maneuver

By swinging Mario's Cape with the Spin Jump or Standing Spin, you can hit enemies and Blocks from the side. This is an especially useful maneuver in the five-floor chambers where the three Blocks on each floor must each reveal an "O" in order to produce a 1-Up. If you hit the Blocks from below, there's a chance that some of them won't show an "O". If you hit them with the Cape from the side, though, you'll have a 100% success rate. Just step to the side of each Block, Spin Jump by pressing the A Button and, when you hit the Block, an "O" will appear. The third Block on each floor will produce a 1-Up.



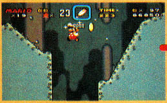
Hit the Blocks from the side with the Cape by Spin Jumping and they'll show an "O" every time. When you hit all three of the Blocks on a floor, you'll earn a 1-Up.

SUPER MARIO WORLD™

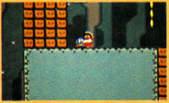
From Agent #536

1-Up Bonanza

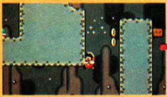
The dozens of Koopas in Vanilla Secret 2 can help you earn as many as 50 1-Ups at a time. First, you'll have to get to this secret area. You'll be able to branch off to the left of Vanilla Dome 1 and head toward the Vanilla Secret areas easily if you hit the Switch in the Red Switch Palace. The Key to the Palace is in Vanilla Dome 2. Swim through this water world until you have a chance to go out of the water and to the left. You'll find a P-Switch there. Carry it to the left until you get to a wall. Then hit the P-Switch, run through the Coins to the left and drop into the second gap. You'll find the Key and Keyhole down and to the left.



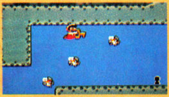
Jump out of the water in Vanilla Dome 2 and climb up the hill to the left.



Carry the P-Switch to the wall of Blocks.

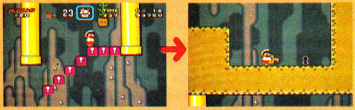


Hit the P-Switch and drop into the second gap on the left.



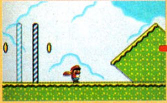
Find the Key and the Keyhole, then unlock the path to the Red Switch Palace.

Once you've hit the Switch in the Red Switch Palace, you'll find stairs and a platform made of red Blocks in Vanilla Dome 1, allowing you to reach the Key to the Vanilla Secret areas.

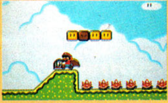


The red stairs in Vanilla Dome 1 lead to the Key to the Vanilla Secret areas.

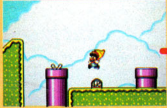
Make your way to and through Vanilla Secret 2. Then re-enter the area, break through the Middle Gate and leave quickly by pressing the Start Button and the Select Button. Now you'll be ready to perform the trick. Enter Vanilla Secret 2, move to the right until you get to a Spiny-filled area and hit the second Block to reveal a grey P-Switch. Take the P-Switch to the left and hit it when you are between two purple Pipes. All of the enemies in the area will turn into grey Coins. Run to the left with super speed and collect as many coins as you possible can. You'll first earn progressively more points, then you'll earn as many as three 1-Ups per Coin. By the time the Coins turn back into enemies, you'll have earned 40 to 50 1-Ups!



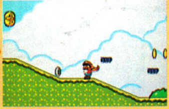
Once you've completed Vanilla Secret 2, head to the middle, leave and re-enter.



Grab the grey P-Switch in an area that is crawling with Spinies, then run to the left.



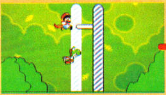
Hit the P-Switch when you reach the two purple Pipes.



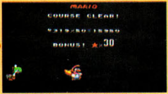
Run to the left, collect grey Coins and earn a ton of 1-Ups.

Yoshi Boost

Yoshi is one high flying dino. You can use his lofty jumping skills to boost your own mid-air acrobatics. While you're riding Yoshi, press the B Button to make him jump. Then, when Yoshi reaches his peak, press the A Button to jump off his back to the top of the screen! This awesome height will come in handy at Exit Gates where it pays to break the tape when it's at the top.



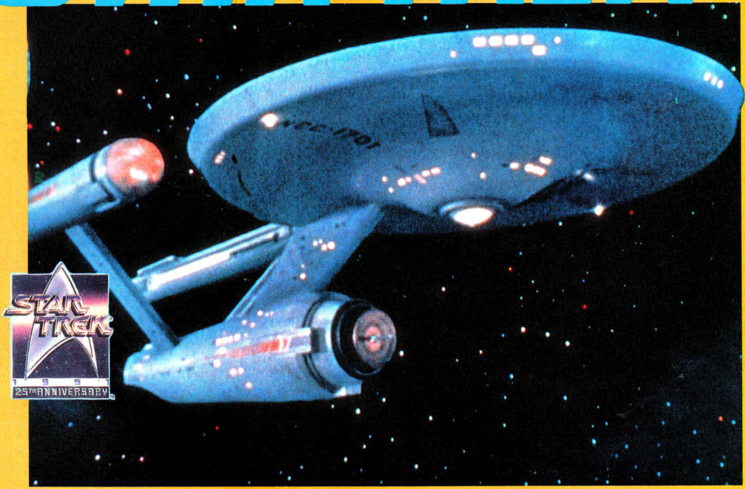
Leap off of Yoshi's back when he reaches the peak of his jump.



You should be able to break the Exit Gate Tape close to its 50 Bonus Star maximum.

Software Copyright © Interplay Productions
Artistic Copyright ©1991 Paramount Pictures

STAR TREK®



The Final Frontier...

GAME PAK · DATA BOX

STAR TREK

ULTRA GAMES

MEMORY	2M×2M	
	MMC3	64K RAM

POWER METER	
Graphics & Sound	3.4
Play Control	3.0
Challenge & Interest	4.1
Theme & Fun	4.0

For a quarter of a century, the Starship U.S.S. Enterprise™ and her crew have been carrying out their mission "to explore strange new worlds . . . to seek out new life and new civilizations . . . to boldly go where no one has gone before." And now, on the year of STAR TREK's 25th anniversary, the Enterprise warps into the world of the NES. STAR TREK, from Ultra Games, finds the original crew in uncharted space with little power and no dilithium crystals. As Captain James T. Kirk, it's up to you to lead your ship to safety by giving orders to the crew on the bridge, heading search parties on planetary surfaces and looking for a way to bring power to the ship's engines. When you're on the bridge, the game takes on a role-playing atmosphere. Crew members give you details on the ship's position so that you can make decisions based on what they have discovered. The action heats up when you beam down to the surface of unknown planets. In your search for dilithium crystals and clues, you'll encounter strange aliens, mysterious traps and many helpful items. While there are several planets that you can explore, this review covers only the four planets to which you must travel in order to complete the mission and return safely to Federation space.

The Adventure Begins

Captain's Log: *Stardate 2831.3. While exploring strange gravitational disturbances in the Sigma Iotia System, our ship was caught in a huge dimensional gate. Unable to break free, we were pulled into the gate and have now been sent to uncharted regions of space. Mr. Scott has informed me that warp engines are down, we have no dilithium crystals and we will lose impulse power in two hours. Our only hope is to beam down onto the planet that we now orbit and find a way to power the ship. The search party will consist of myself, First Officer Spock and Dr. McCoy.*

MR. SULU
Mr. Sulu provides you with status on the ship's position.

MR. SCOTT
Consult Mr. Scott on details regarding the ship's engines.

DR. McCOY
As the Chief Medical Officer, Dr. McCoy keeps track of the crew's health.

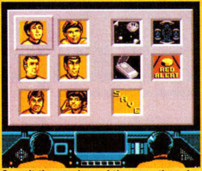
MR. CHEKOV
For information on the neighboring planets and to plot a course, consult Mr. Chekov.

MR. SPOCK
Science Officer Spock scans planets for life forms and geological information.

LT. UHURU
As the Communications Officer, Lt. Uhuru attempts to contact other vessels.

Take Control

While you command your ship, the crew provides you with information on your current situation.



Consult the members of the crew, then plan your next move.

STELLAR MAP
Plot a course to neighboring planets.

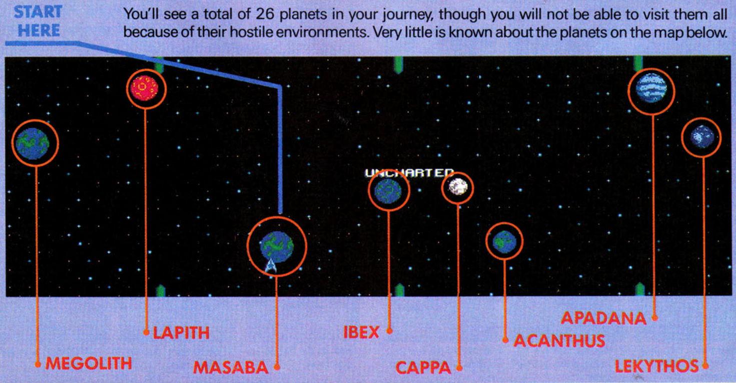
RED ALERT
If evasive action is needed, you'll have to man battle stations.

TRANSPORTER
Form a party of three and explore a planet's surface.

COMMUNICATOR
Open hailing frequencies and attempt to contact vessels in the surrounding area.

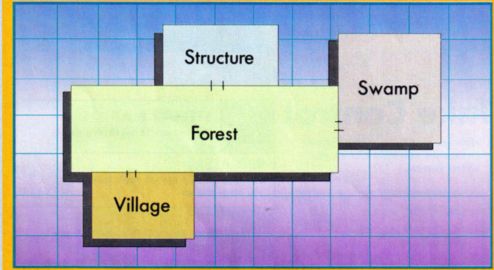
SAVE YOUR GAME
The Access Code works as a password. Write it down when you're ready to stop playing, then enter it to pick up where you left off.

You'll see a total of 26 planets in your journey, though you will not be able to visit them all because of their hostile environments. Very little is known about the planets on the map below.



MASABA

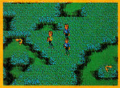
Mr. Spock's readings indicate that there are dilithium deposits in a structure on the planet's surface. The structure resembles the Aztec Pyramids of Ancient Earth and it is producing considerable amounts of energy. There are also life forms in the immediate surrounding. Mr. Spock suggests that you form a landing party and beam down to investigate the structure.



There are dilithium deposits locked within the structure. Search the village and swamp for a key.

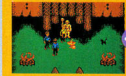
BEAM DOWN

Your landing party will beam down to a forested area on the planet that is infested with blood worms and shooting plants. Stun a plant and take a sample.

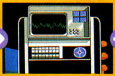


The Village of the Cat People

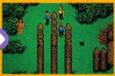
A village elder will tell you that the structure to the north is a temple and that the key to the temple has been lost in the swamp. Talk to the medicine man of the village and he will make a repellent for you that will work against the swamp's many blood worms.



Give the plant sample to the medicine man.



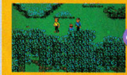
Analyze and take the repellant made by the medicine man.



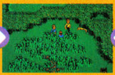
Leave the village and head for the swamp.

The Swamp

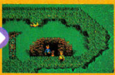
A creature named Adengu has taken the Eye of Kakos to the swamp. The Eye works as a key to the temple. Tricorder readings indicate that there are life forms close by. Stun them if they attack and search for the Eye in the swamp's grassy areas.



Blood worms stay away while you're carrying repellant.



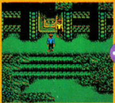
Stun the beasts of the swamp if they get too close.



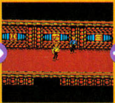
You'll find the Eye of Kukos in the northeast.

The Temple

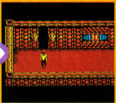
Enter the temple by using the Eye of Kukos and take note of the designs on the temple walls. Eventually, you'll come to a series of rooms with floor tiles that mirror the wall designs. Walk on the tiles in the correct order and you'll pass several dart-shooting statues unharmed. In the heart of the temple, there are more designs and a series of panels. Touch the panels in the right order and the door to the dilithium will open.



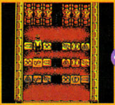
Open the temple with the Eye.



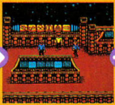
Copy the designs on the wall.



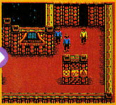
Enter the tile room alone.



Walk on the tiles in the right order.



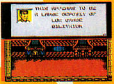
Touch the computer room panels.



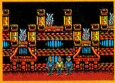
The dilithium is in the next room.

Beam Up The Dilithium

The dilithium deposits act as a power source for the temple. The few crystals that you need for the U.S.S. Enterprise's warp engines though, will not effect the source's energy output. Beam them up to your ship.



The power source for the temple is pure dilithium.

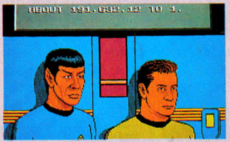


Beam some crystals to the U.S.S. Enterprise for her warp engines.

WARP TO LEKYTHOS

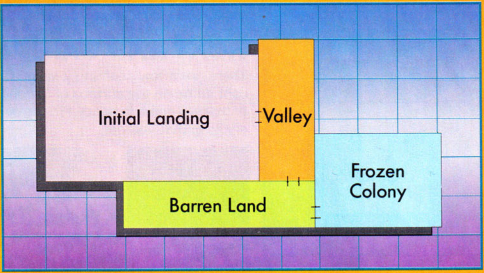
The dilithium crystals that you picked up in Masaba will only take you as far as this planet near the edge of Romulan space. Sensors have picked up some traces of dilithium. Beam down to the surface with a Geologist and a Security Officer to investigate. The Geologist will help you track down the dilithium and the Security Officer will bring along some much needed fire power. When you reach the planet's surface, follow the Geologist's directions to the dilithium. Once you have it, beam back to the Enterprise and return to the planet with Mr. Spock and the Security Officer.

SPOCK'S ODDS



ABOUT 191.632.12 TO 1.

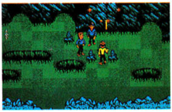
While Mr. Spock will tell you that odds for finding significant dilithium deposits are slim, you'll have to take your chances.



Investigate the planet's surface and the alien structure for dilithium.

HIT THE WALL

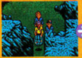
The Geologist will point out a wall that contains dilithium. Fire on it with phasers on full.



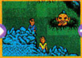
Blast the wall with several full power shots to expose the dilithium.

To The Alien Structure

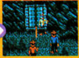
A powerless robot blocks the path to the Alien Structure. Mr. Spock will be able to move it out of the way by using the dilithium crystals. Continue to the structure, then fire on the door with phasers.



Use the crystals to move the robot from the path.



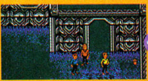
Watch for dangerous creatures on the way.



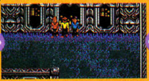
Open the structure's door with phaser fire.

Pick Up The Pieces

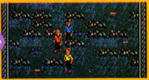
You'll find a computer module and a piece of trash in the eastern part of the building. Take them and look for two more modules. One is behind a force field and the other one is guarded by security robots. Throw the trash through the force field onto the first module.



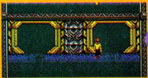
Collect a module in the eastern part.



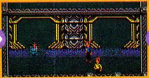
Activate maintenance robots.



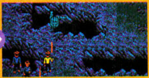
Pick up some trash.



Toss the trash.



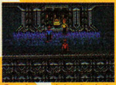
Blast the robot.

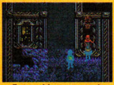


Hit the security robots.

Activate The Computer

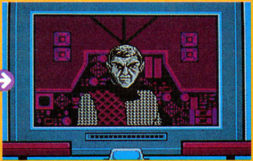
Once you have all of the modules, seek out the main computer and put the modules in their proper places. When the computer is operational, you'll be able to enter a room in the southwest where you'll find a considerable amount of dilithium.

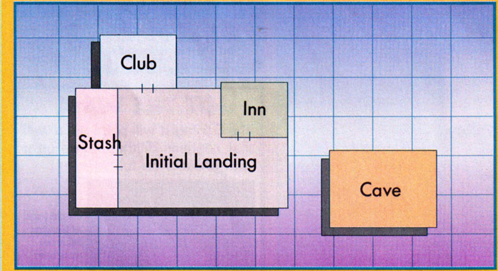

Put the modules in their proper places.


Enter this room and collect the dilithium.

PLOT A COURSE FOR SHROUD IV

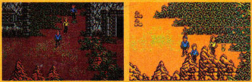
With the amount of dilithium that you've collected, you'll only be able to make it to Shroud IV in the Neutral Zone by crossing Romulan space. On you're way, you'll be intercepted by a Romulan ship. Communicate with the ship's captain, explain that you mean no harm and he will understand after examining your ship's records. As long as you don't panic and call for a Red Alert, you'll be able to make it to Shroud IV without a scratch.


A ship will stop you as you cross Romulan space. Explain your situation and you'll be allowed to move on.



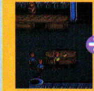
HUNT AND GATHER

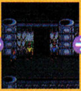
There are a few seemingly insignificant items on the surface of Shroud IV that will come in handy. Pick up everything that you can.

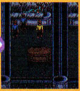

A root and flower are two items that you should pick up to use later.

Visit The Inn

No episode of STAR TREK would be complete without a beautiful green alien woman. Enter the Inn to the east, collect the passcard and you will find such a specimen in one of the rooms. Charm her with a flower, Captain, and she'll hand you a remote control.

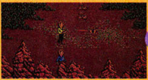

Take the passcard at the Inn.

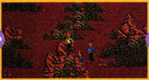

Use the passcard to enter a room.

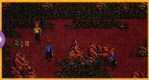

A flower will earn you the remote control.

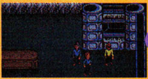
Move The Rock

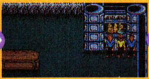
There's a huge rock just to the west of the Inn. Use the remote control to move the rock and you'll find several useful items: a bottle of Saurian drink, a sack of credits and a letter from the infamous Harry Mudd to a group of Romulan renegades. Return with those items to the Inn, then use the Saurian drink and root in the Inn's food synthesizer to make a sedative.

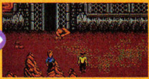

Stun a butterfly and collect it.


Use the remote to move a boulder.


Collect several items.

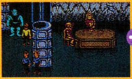

Use the Saurian drink and root.


You'll create a very strong sedative.

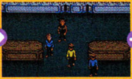

Give the sedative to the bouncer.

A Confrontation At The Bar

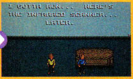
Inside the bar, you'll meet up with an old acquaintance by the name of Gorn who is, naturally, blocking a doorway. Use the butterfly to distract him. Then pass by and purchase a scanner from a shady character in the next room.



Release the butterfly near Gorn.



Give the credits to the character in this room.

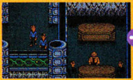


I GOTTA RUN... HERE'S THE INFRARED SCANNER... LATER.

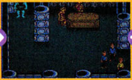
You'll get the infrared scanner for the credits.

Meet With Mudd

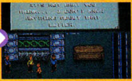
In the room just south of where you bought the scanner, you'll be able to listen in on a conversation with Harry Mudd and a pair of Romulans. Work your way around to where Mudd is and give him the letter.



Listen to Mudd and the Romulans.



Walk around to intercept Mudd.

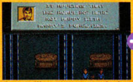


IT'S NOT WHAT YOU THINK... I DON'T KNOW ANYTHING ABOUT THAT LETTER.

Give Mudd the letter.

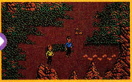
The Plot Thickens

Mudd is up to something and now he has Spock's communicator. Look for him at the Inn. You'll get a message from Mr. Scott that there's a disturbance nearby. He'll beam you to the scene. Walk to the southeast and use the scanner.

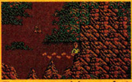


IT APPEARS THAT THE ROMULANS HERE NOT HAPPY WITH HARRY'S FORGERIES.

Scott will contact you at the Inn.



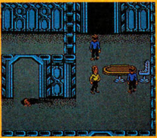
Use the infrared scanner.



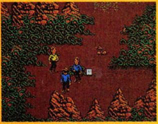
The scanner picks up footprints.

Explore The Base

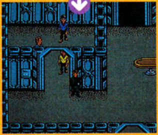
It seems that Mudd was going to exchange Federation documents for a cloaking device with the Romulans, but the Romulans decided to take Mudd as a prisoner instead. You'll find Mudd and a crate of dilithium crystals in the Base. Stun the guard, save Mudd and he'll reward with both the documents and the device.



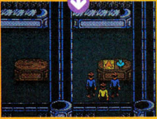
He's stunned, Jim.



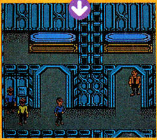
You'll find a note from Mudd outside.



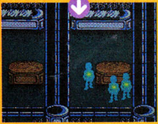
Mind meld if you're caught.



Beam to Mudd's room at the Inn.



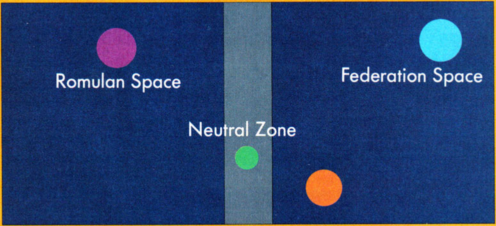
Analyze the switch and free Mudd.



Collect the cloaking device and the documents.

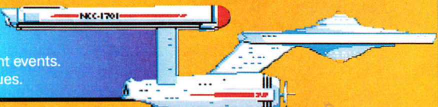
OFF TO FEDERATION SPACE!

Now that you have plenty of dilithium crystals, you can return to the safety of Federation space. There's still the issue of how you got in this mess to begin with, though. Plot your course for Iotia, which is where you were at the beginning, and investigate.



Warp To Iotia

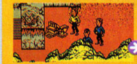
There's bound to be an explanation for recent events. Return to Iotia and try to pick up a few clues.



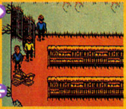
IOTIA

Catch Up On Your Reading

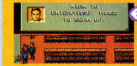
Beam down to the surface of the planet so that you can learn about the Iotians. Outside the deserted library, you'll find a pile of books. Use the library computer and you'll learn that the Iotians made a big mistake. Now, you've got to set things right.



Find a pile of books.



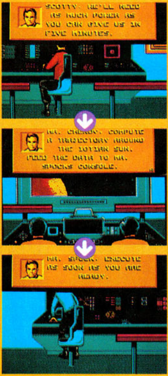
Access the library computer to understand what has happened.



KIRK TO ENTERPRISE. THREE TO BEAM UP.

Return to the ship and get ready to correct the problem.

Blast To The Past

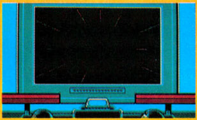


SCOTTY: WE'LL NEED AS MUCH POWER AS YOU CAN GIVE US IN FIVE MINUTES.

MR. CHEKOV, COMPUTE A TRAJECTORY AROUND THE IOTIAN SUN. FEED THE DATA TO MR. SPOCKS CONSOLE.

MR. SPOCK: EXECUTE AS SOON AS YOU ARE READY.

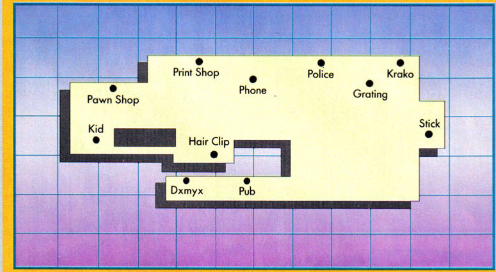
While the Iotians were not as advanced as the humans and many other species, you'll learn that they did happen upon a Federation communicator the last time members of the U.S.S. Enterprise crew were on the planet. By studying this highly technical piece of equipment, the Iotians were able to develop their own technology and experiment with dimensional gates. The experiments back-fired, however, and resulted in creating the massive dimensional gate that sent the U.S.S. Enterprise to parts unknown. Now, you must return to Iotia of the past and locate the communicator before it gets into the wrong hands.



Warp to the past and right the Iotians' wrongs.

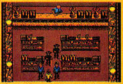
REVISIT IOTIA

The last time that you visited Iotia in this same time period, Dr. McCoy made a terrible mistake and left his communicator behind. Your mission now, is to get the communicator back from whoever has it and make sure that the doctor doesn't make the same mistake twice. Beam to the surface of the planet with Mr. Spock and Dr. McCoy. You'll see that Iotia is a thriving but somewhat primitive planet.



Fight Crime

As soon as you beam down, walk to the west and enter a small pawn shop where a robbery is taking place. Stun the thieves before they have a chance to get away.



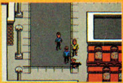
Stun the robbers before they flee.

Get a reading from an unconscious thief.

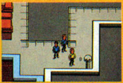
Talk to the storekeeper after you thwart the robbers and he'll hand you a deck of marked cards. You may need them later.

Search And Collect

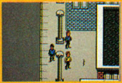
There are several items scattered throughout the city streets that you should find to be useful in your journey. Never hesitate to pick up anything or help a person in distress.



Save this kid's dog and he'll give you a gumball.



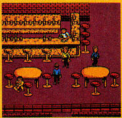
Comb the streets and soon you'll discover a hairpin.



Pick up a stick and add it to your inventory.

Take A Gamble

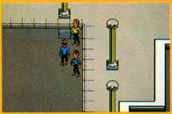
You'll find an unconscious hoodlum in the casino. If you revive him, he'll ask you for the "rocks". By quickly researching Iotian slang, you'll discover that he wants the diamonds. Give them to him and take a set of counterfeit plates in exchange.



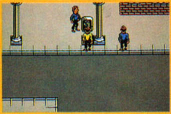
Exchange the "rocks" for the plates.

Catch A Coin

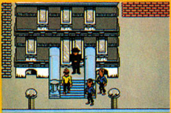
Analyze the street grating in the northeast and you'll find a coin that is just out of reach. Then get a phone number from the bartender at the casino and you'll be able to use the coin to call a contact.



Use a combination of items to get the coin from the grating.



Dial the number that you learned from the bartender.



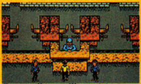
Meet in person with one of the gang leaders.

BE PERSISTENT

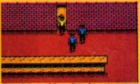
You'll find that you're covering a lot of territory in Iotia. All the pieces of the puzzle are there. You just have to fit them together. Keep trying.

Cops, Cash and Crooks

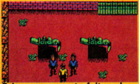
The crime ring in the city centers on a counterfeiting operation. Now that you've got the plates, you can put an end to it all. First, though, you're going to have to get the communicator back the same way Dr. McCoy lost it in the first place; gambling!



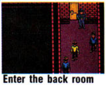
Eventually, you'll want to turn the plates in to the cops.



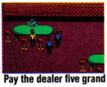
Break into this print shop, you can get your hands on some dough.



Take some counterfeit cash and find yourself a game.



Enter the back room of the casino.

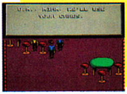


Pay the dealer five grand to get into the game.

Let The Game Begin!

Fizzbin's the game and the stakes are 5000 bucks and one Federation communicator. Meet the dealer in the back room of the casino and ante up. If you know when to hold 'em, know when to fold 'em and know when to slip in the deck of marked cards, you'll walk away one communicator richer. Just remember, a super nova beats a black hole, and you should be able to beam away without causing any catastrophes in the near, or far, future.

It may not have been right to change history but, if you hadn't, the consequences would have been disastrous. Sometimes, it pays to take a gamble and make a bet with destiny.



O.K., KIRK. WE'LL USE YOUR CARDS.

Make the card switch when the time is right.

Roger Clemens MVP™ Baseball

A BASEBALL DREAM COME TRUE . . . !

Lace up your spikes and hustle on out to the field in this new game from LJN! Roger Clemens MVP Baseball is one of the most realistic baseball games you'll ever play! With its great new over the shoulder perspective and super strategy tips from "The Rocket" himself, you'll feel all the excitement of a real pennant race. Start the season in August and battle your way through the standings to the division title. Can you turn up the heat and catch the first place team or will you be watching the playoffs from home? Pitching, hitting, and fielding. You'll feel like a rookie all over again!

TAKE TO THE FIELD

Get out of the stands and onto the field! Battle through the regular season, fight for the pennant, and sweep the World Championships! With its unique perspectives that allow you to see what the players in the field see, you'll be able to feel all the excitement of real baseball!

GAME PAK · DATA BOX

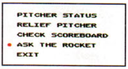
ROGER CLEMENS MVP BASEBALL

LJN Toys

MEMORY	3M	
	MMC3	––

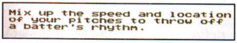
POWER METER	
Graphics & Sound	3.0
Play Control	3.1
Challenge & Interest	3.3
Theme & Fun	3.4

ASK THE ROCKET



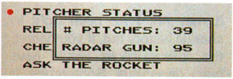
PITCHER STATUS
RELIEF PITCHER
CHECK SCOREBOARD
● ASK THE ROCKET
EXIT

Get some strategic advice from the Rocket himself!

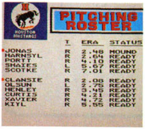


Mix up the speed and location of your pitches to throw off a batter's rhythm.

SET YOUR PITCHING ROTATIONS



● PITCHER STATUS
REL # PITCHES: 39
CHE RADAR GUN: 95
ASK THE ROCKET

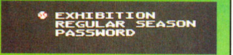


PITCHING ROSTER

	T	ERA	STATUS
●JONAS	R	2.48	MOUND
HARNSYL	R	2.64	READY
PORTT	R	4.10	READY
SHAIES	L	5.67	READY
SCOTKE	R	7.01	READY
●CLANSIE	R	2.08	READY
OLSUN	L	2.75	READY
HENLEY	R	3.45	READY
CURTIS	R	4.21	READY
XAVIER	R	4.72	READY
KIYL	R	5.55	READY

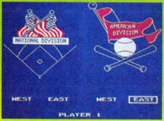
Just like in the big leagues, your pitchers will need three days of rest in between starts. Check your schedule and plan your rotations accordingly.

THE SCOUTING REPORT:



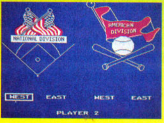
● EXHIBITION
REGULAR SEASON
PASSWORD

Exhibition games are a good time to scout the strengths and weaknesses of the other teams. Just like in spring training, these games are also a good place to test different combinations of players. Try playing without a designated hitter (DH) and see how well your pitcher can hit!



A POSSIBLE CHAMPIONSHIP SERIES?

You never know who you might play in the Championship series. Choose teams from either league and play out your own dream games!



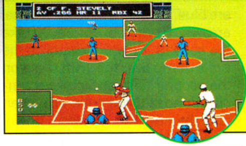
©1991 LJN TOYS, LTD.

MAJOR LEAGUE GRAPHICS WITH A TWIST

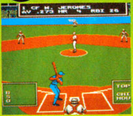
These players have all the big league moves. Watch them make a spectacular plays! The realistic animation makes for one of the best NES baseball games we've ever seen!

BATTING

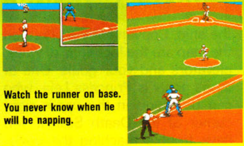
Fast reflexes and the ability to anticipate the next pitch are skills needed to hit the ball.



PITCHING



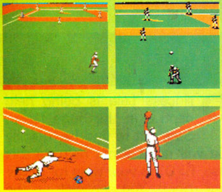
Keep'em guessing with a tricky curve ball or change-up.



Watch the runner on base. You never know when he will be napping.

FIELDING

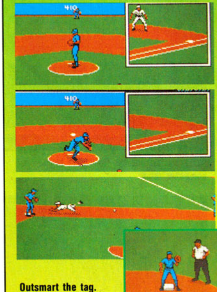
Because of the unique perspective, you'll have to stay on your toes to field the ball from the player's view point.



Make an impossible catch!

STEAL AWAY!

Stealing is a risky way to move players around the bases, but if they score it will be well worth the gamble!



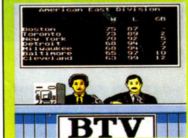
Outsmart the tag. Watch where the tag is going and slide the opposite direction!

PENNANT FEVER

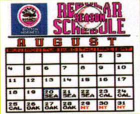
Some say that this is the only part of the season that counts. Your team has chased the division leaders all season long, but now it's time to really play some baseball.

REGULAR SEASON

You'll play the last half of the regular season, August through September.

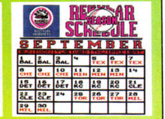


```
        American East Division
                         W    L    GB
Boston                  75   87     -
Toronto                 73   89     2
New York                70   92     5
Detroit                 68   94     7
Milwaukee               68   94     7
Baltimore               65   97    10
Cleveland               63   99    12
```



AUGUST

				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20 SEA	21 SEA	22 SEA	23 CAL	24 CAL
25 CAL	26 OAK	27 OAK	28 OAK	29 NY	30 NY	31 NY

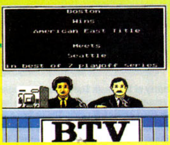


SEPTEMBER

1 BAL	2 BAL	3 BAL	4	5 TEX	6 TEX	7 TEX
8 CHI	9 CHI	10 CHI	11 MIN	12 MIN	13 MIN	14
15 DET	16 DET	17 DET	18 KC	19 KC	20 KC	21 CLE
22 CLE	23 CLE	24	25 TOR	26 TOR	27 TOR	28 MIL
29 MIL	30 MIL					

It's every fan's dream to see the pennant race come down to the final games of the season! Check the standings after every game to see how you are doing. It's important to do well in every game to stay on top!

WORLD CHAMPIONSHIPS



```
Boston
Wins
American East Title
Meets
Seattle
in best of 7 playoff series
```

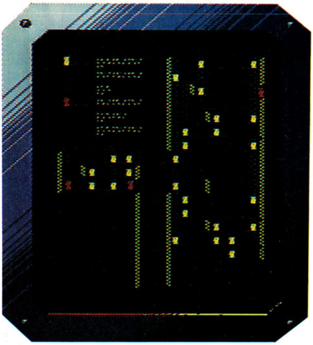
If your good enough to win your division title, then get ready for the World Championships! You'll play a seven game series against the other league champ. Will this be your Championship season?

COUNSELORS' CORNER!

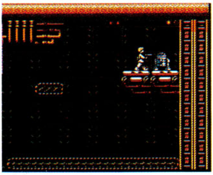
STAR WARS

HOW DO I FIND PRINCESS LEIA?

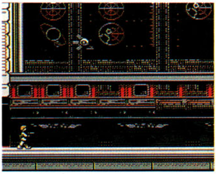
Princess Leia is being held captive in the huge Death Star, but to find her quickly you will need some help. In this case, R2D2 is your man (or rather your robot). You can pick up the helpful little droid in the Sandcrawler on Luke's home planet. When you reach the Death Star, fight your way to the computer room and switch to R2D2 on your subscreen. The droid can now access the main computer of the Death Star and display a map of the ship. Conveniently marked on the map are the locations of walls, elevators and your goals. One of those goals is Princess Leia, who can be found in the upper right corner of the Death Star. If you have trouble reaching the goals, remember that the trick to surviving in this game is knowing exactly where the enemies attack and when. In the Prison area of the Death Star, you will find elevators and prison cells. The prison cells have purple doors and the rooms are blue. Elevators have directional arrows. From the entrance, take the second "down" elevator to the right. Jump over the swift droid on the second floor and make a running jump to the left platform, then take the next two elevators down. Now go to the far right and take the elevator up. The final elevator takes you far down to a ledge with two prison cells and a power up ball. Leia is in the second cell. Once Leia is on your team, you can use her like the other characters.



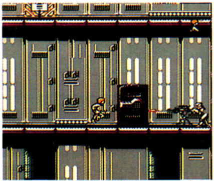
A display of the Death Star's floor plan appears after R2D2 is selected from the subscreen. Princess Leia's location is indicated by the red square in the upper right area of the ship. The yellow-green squares indicate elevators, which you take to reach the various levels. The other red squares show the locations of the computer room and the tractor beam.



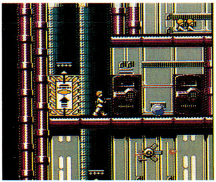
Rescue R2D2 from the depths of the Sandcrawler.



R2D2 can access the floor plan in the computer room.



Battle through the Death Star to rescue the princess.

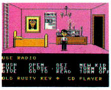


Princess Leia is in the second cell on this level.

MANIAC MANSION

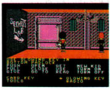
WHY DON'T THE METEOR POLICE SHOW UP AFTER I CALL THEM?

Chances are you'll want to call the Meteor Police if Bernard is in your party. He can fix the radio in Dr. Fred's room so you can contact the Meteor Police, who roam the galaxy in search of the elusive Meteor. Head down to the dungeon after you call the "Comet Cops" and open the two doors that lead to Dr. Fred's lab. Use the glowing key to open the outer door and the combination from the Meteor Mess video game to open the second door. The Meteor Police have access to the inner realm once you open both doors. If one or both of the doors remain closed, however, you'll see the Meteor Police give up and go home. If you enter the lab before the cut scene of the Meteor Police arriving occurs, the Police will not show up. Wait about five minutes for the cut scene to occur.

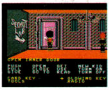


USE RADIO

DO: Use the radio to call in the Meteor Police to arrest the Meteor.

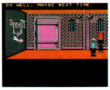


DO: Open the first door to Dr. Fred's lab with the Glowing Key . . .



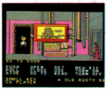
OPEN INNER DOOR

. . . and open the second door with the combination from the Meteor Mess game.



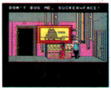
OH WELL, MAYBE NEXT TIME.

DON'T: Call the Meteor Police then leave the doors closed.



GO TO DOOR

DON'T: Let Bernard step into the outer lab room before the Police come.



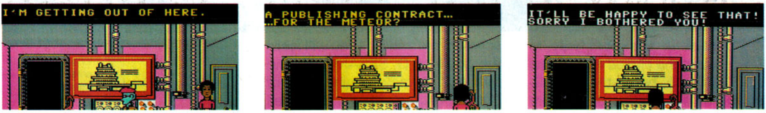
DON'T BUG ME, SUCKER-FACE!

DO: Wait outside about five munutes until the cut scene occurs.

MANIAC MANSION

WHY WON'T WEIRD ED HELP GET RID OF THE PURPLE TENTACLE?

Heroes sometimes try to do too much all at once. That can be the case when you use different solutions to the same problem in Maniac Mansion. For instance, if Michael and Wendy are on your team, you can get Weird Ed to help get rid of the Purple Tentacle by developing the film and giving him the plans, but you can also have Wendy type up the Meteor's manuscript and get a contract. The problem occurs when you go down to see the Purple Tentacle. If Michael has the contract, Weird Ed won't show up, even if you gave him the plans. Maybe it's because Weird Ed thinks you are betraying his cause. Who knows? Just don't expect Ed to save you at the last minute by hauling the Tentacle away. In this case, you'll have to use the contract to pass the Purple Tentacle.



I'M GETTING OUT OF HERE.

A PUBLISHING CONTRACT...
...FOR THE METEOR?

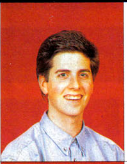
IT'LL BE HAPPY TO SEE THAT!
SORRY I BOTHERED YOU!

If Michael has the contract, Weird Ed will leave you to deal with the Purple Tentacle by yourself.

GAME COUNSELOR PROFILES

Mike Jumper

Became Game Counselor: May, 1990
Hobbies: Playing NES, Bowling, Weightlifting
Best NES Accomplishment: Too many to mention
Favorite NES Game: Final Fantasy



Matt LaCombe

Became Game Counselor: May, 1990
Hobbies: Playing in the Drum Corps., Playing Jazz
Best NES Accomplishment: Finished Contra 5 times with 1 Man
Favorite NES Game: Little Nemo: The Dream Master

Linda Molinari

Became Game Counselor: June, 1990
Hobbies: Horseback Riding, Hiking, Volksporting, Fishing
Highest NES Score: Indiana Jones and the Temple of Doom 999,999
Favorite NES Game: Destiny of an Emperor

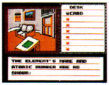
Greg Rothe

Became Game Counselor: June, 1990
Hobbies: Playing NES Games, Eating Pizza
Highest NES Score: Tetris 512,514
Favorite NES Game: Batman

THE UNINVITED

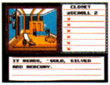
HOW DO I GET THE COOKIE FOR THE DANCING MONSTER?

Like many puzzles in this game, you must piece together a solution from several sources. Begin in the Study. There you will find a card in the desk that has six numbers on it. Those numbers are the Atomic Weights of six elements. Scroll 2 mentions three elements—Gold, Silver and Mercury. The Atomic Weights for those three elements are the combination to the safe that holds Jar 3, and Jar 3 is where you find the cookie to feed to the monster. Once you have the Jar, break it open using the Axe. This is the first time in the game that the Axe can be used in this way. Give the cookie to the monster and it will give you the key that opens the floor hatch in the lab.

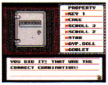


THE ELEMENT'S NAME AND ATOMIC NUMBER ARE AS SHOWN:

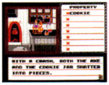
Get the card in the desk.


CLOSET
*SCROLL 2
IT READS, 'GOLD, SILVER AND MERCURY.

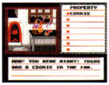
Read Scroll 2.


PROPERTY
*KEY 1
*CAGE
*SCROLL 3
*SCROLL 2
*STAR
*GYP.DOLL
*GOBLET
YOU DID IT!! THAT WAS THE CORRECT COMBINATION!!

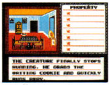
Open the Safe.


PROPERTY
*COOKIE
WITH A CRASH, BOTH THE AXE AND THE COOKIE JAR SHATTER INTO PIECES.

Use the Axe on Jar 3.


PROPERTY
*COOKIE
AHA!! YOU WERE RIGHT!! THERE WAS A COOKIE IN THE JAR.

Place cookie on plate in game room.



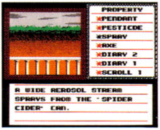
THE CREATURE FINALLY STOPS RUNNING. HE GRABS THE WAITING COOKIE AND QUICKLY RUNS AWAY.

Now the monster can munch.

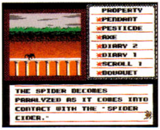
THE UNINVITED

HOW DO I DEFEAT THE SERVANT GHOST?

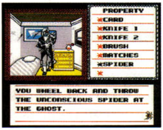
Although he's dead, the Servant Ghost still hates a mess, and spiders, too. Your job is to capture the Spider. Use the Spider Cider on the veranda railing and the spider will be paralyzed. Now you can take the Spider and use it on the Servant Ghost in the Servant's Quarters.


PROPERTY
*PENDANT
*PESTICDE
*SPRAY
*AXE
*DIARY 2
*DIARY 1
*SCROLL 1
A WIDE AERDSOL STREAM SPRAYS FROM THE "SPIDER CIDER" CAN.

Use the Spider Cider on the railing.


PROPERTY
*PENDANT
*PESTICDE
*AXE
*DIARY 2
*DIARY 1
*SCROLL 1
*BOUQUET
THE SPIDER BECOMES PARALYZED AS IT COMES INTO CONTACT WITH THE "SPIDER CIDER."

The Spider can't escape from you.

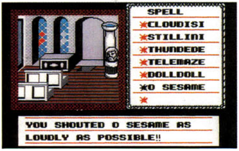

PROPERTY
*CARD
*KNIFE 1
*KNIFE 2
*BRUSH
*MATCHES
*SPIDER
*
YOU WHEEL BACK AND THROW THE UNCONSCIOUS SPIDER AT THE GHOST.

The Ghost has arachniphobia—fear of spiders!

THE UNINVITED

HOW DO I OPEN THE DOOR IN THE CHURCH?

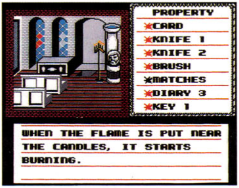
There is a simple way to open the closed door in the Church, but in the Uninvited, as in many tales of mystery and horror, sometimes the simplest things are the most difficult to figure out. In the house is a Gypsy Doll to which you must speak. From this Doll you will learn the spell of O SESAME. Sound familiar? It may remind you of "Open Sesame"—the famous spell that is used on magically locked doors. Use the O SESAME spell while inside the Church to open the stubborn door.


SPELL
*CLOUDISI
*STILLINI
*THUNDEDE
*TELEMAZE
*DOLLDOLL
*O SESAME
*
YOU SHOUTED O SESAME AS LOUDLY AS POSSIBLE!!

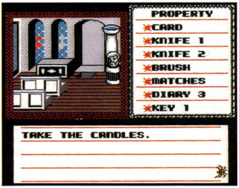
THE UNINVITED

HOW DO I DEFEAT THE GHOST OUTSIDE OF THE CHURCH?

The "classic" ghost will haunt you, and halt your progress unless you take drastic action. Like many creatures of the crypt, the ghost is afraid of fire. Use the matches to light the candles near the altar in the church. Take the candles with you when you go into the yard and the ghost will not bother you again.


PROPERTY
*CARD
*KNIFE 1
*KNIFE 2
*BRUSH
*MATCHES
*DIARY 3
*KEY 1
WHEN THE FLAME IS PUT NEAR THE CANDLES, IT STARTS BURNING.

Light the Candles near the Altar.

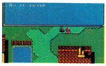

PROPERTY
*CARD
*KNIFE 1
*KNIFE 2
*BRUSH
*MATCHES
*DIARY 3
*KEY 1
TAKE THE CANDLES.

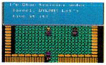
Take the Candles and go outside.

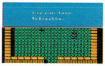
CRYSTALIS

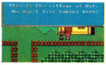
HOW DO I FIND THE LOST CHILD IN THE SWAMP?

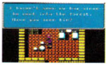
Once you have the Gas Mask from Akahana, go to Oak and talk to the Dwarfs. None of them mention the child because at this point the child is not lost. Next, visit Tornel and undergo training. After receiving Telepathy magic, return to Oak and talk to the people again. This time you will learn about the missing child. Finally, you can enter the poisonous swamp and rescue him.

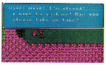

Go to Oak and talk to people.


Train hard with Tornel.


Earn the Telepathy magic.


Return to Oak and talk to the folk.

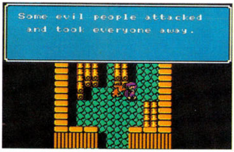

Learn about the lost child.

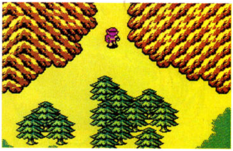

Rescue the lost child from the swamp.

CRYSTALIS

HOW DO I GET THROUGH THE BARRIER TO THE MOUNTAIN PATH?

When your character fails to get through the barrier that blocks the path to Nadare's Inn, a message says that you don't have enough power. Even after getting the Tornado Bracelet and the Teleport spell you may receive this message if you used Teleport to go back to Leaf. Walk back to Leaf instead of using the quick Teleport spell and talk to the rabbit in the town. You'll learn what happened to the missing people of Leaf. Finally you can head up north to Nadare's Inn because the barrier will be gone.

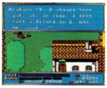

Some evil people attacked and took everyone away.

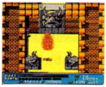

Walk back to Leaf instead of using Teleport. Now talk to the rabbit and go to the path that leads to Nadare's Inn.

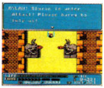
CRYSTALIS

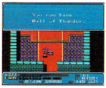
HOW DO I DEFEAT THE STONE FACE IN GOA?

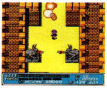
After a meeting with your old friend Akahana, you'll head to the town of Goa. There you will find a corridor that is guarded by two lion statues that shoot fire sideways and blocked by a huge stone face that fires straight ahead between the statues. If you try to attack the Stone Face head on, chances are you'll get a nasty reception of shooting fire. Instead of attacking the Stone Face, avoid the flames by keeping to the far left side of the passage as you approach. In this way you can walk right up to the offensive mask and receive a message regarding the town of Shyron. Return to Shyron and defeat Mado to win the Ball of Thunder. With the extra power of the Ball of Thunder, the Thunder Sword has enough gusto to defeat the Stone Face back in Goa. So Goa for it!

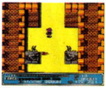

Go to Goa.

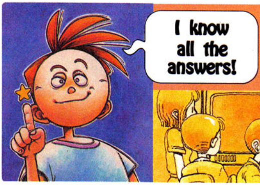

Keep to the left.


Shyron is under attack!


Win the Ball of Thunder.


Now defeat the Stone Face.


The path is clear.

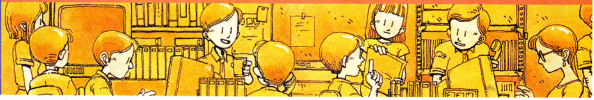

I know all the answers!

Write to:

NINTENDO POWER
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

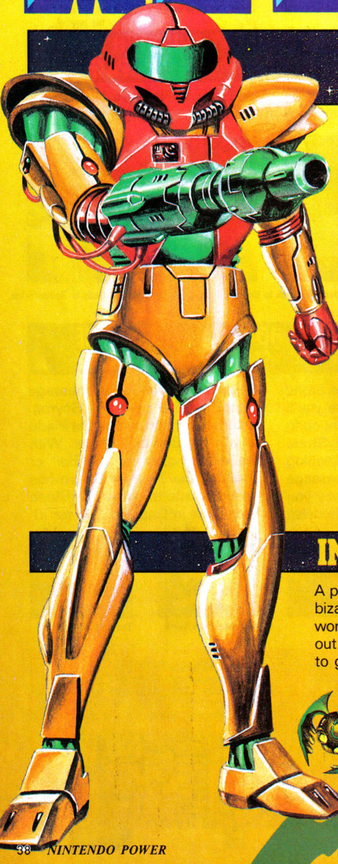
Call us!

(206)885-7529
Nintendo Game Counselors
Mon.-Sat., 4:00 am to Midnight
and Sun., 8:00 am to 5:00 pm,
Pacific time.



STILL THE ULTIMATE SPACE ADVENTURE

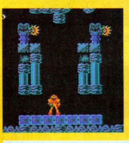
METROID™



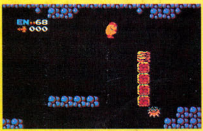
NES CLASSICS: HINTS AND TACTICS

METROID
Nintendo
ENTERTAINMENT SYSTEM

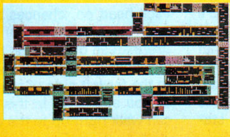
When Metroid was first introduced for the NES in 1987, nobody had ever heard of Samus Aran. That changed almost overnight due to the game's super play control and the thrill of exploring a new world. Metroid was one of the first games that didn't force players to proceed in one direction. Beyond that, it was a challenge, and it still is.



A message is sent from the Galaxy Federal Police to destroy the Mother Brain and Samus Aran beams into the heart of the planet Zebeth.



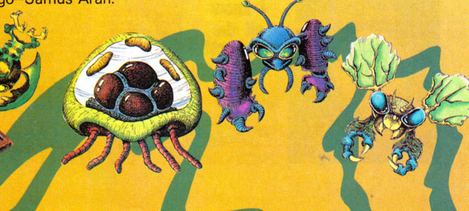
The exciting spinning-jump made Samus a difficult target for enemies. Since Metroid, many other games have adopted this technique.



The enclosed caverns of Planet SR388 extend in many directions. In each section, Samus encounters new dangers and valuable weapons.

INVASION OF THE METROID

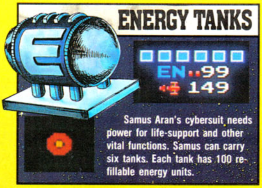
A pirate ship discovers the remnants of an ancient civilization and a bizarre alien race hibernating deep below the planet's surface. When word reaches the galactic core of this sleeping menace, a call goes out to destroy the Mother Brain. Only one officer of the G.F.P. is willing to go—Samus Aran.



POWER-UP SAMUS

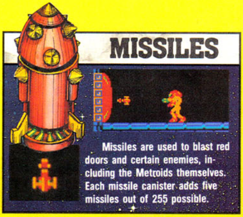
Scattered throughout the tunnels of SR388 are powerful weapons and life-support energy tanks—remnants of the civilization that was destroyed by the Metroid. Some of these powerful artifacts are found in the open, but others are hidden in the ceilings and walls. Search for them by blasting and bombing the stones.

ENERGY TANKS



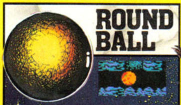
Samus Aran's cybersuit needs power for life-support and other vital functions. Samus can carry six tanks. Each tank has 100 refillable energy units.

MISSILES



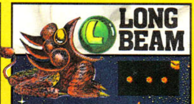
Missiles are used to blast red doors and certain enemies, including the Metroids themselves. Each missile canister adds five missiles out of 255 possible.

ROUND BALL



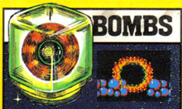
Get this just to the left of where you start. It lets you ball up tight so you can roll through narrow passages.

LONG BEAM



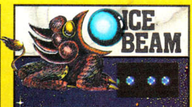
The Long Beam increases the range of your attack. It is one of the essential weapons that you should collect early.

BOMBS



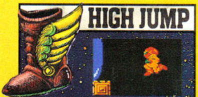
Use Bombs to blow holes in floors, or use the blast to bounce Samus (when using the Round Ball) over obstacles.

ICE BEAM



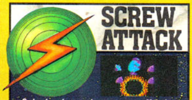
The Ice Beam freezes foes temporarily. Once frozen, use them as stepping stones or blast them with missiles.

HIGH JUMP



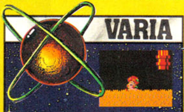
The High Jump Boots are used to reach out of the way places, of which there are many. The extra boost lifts Samus half again as high as a normal jump.

SCREW ATTACK



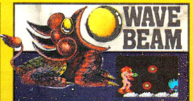
Spinning jumps become an effective weapon once Samus has the Screw Attack. While spinning, Samus is like a buzz saw that defeats virtually all enemies.

VARIA



The Varia is one of the most difficult items to find, but it's worth the effort. It is a type of armor that reduces damage from enemies and lava by half.

WAVE BEAM



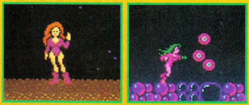
Although the Wave Beam is a powerful weapon, it does you no good against the Metroids. It is most useful when fighting Kraid and Ridley.

METROID BY THE NUMBERS

There are many surprises in Metroid. One surprise is that there are four endings, determined by how fast you finish the game. The chart to the right shows the items you should get and the order in which you should get them. The numbers correspond to numbers on the maps. The minimum essential items needed to finish the game are shown in red.

1. ROUND BALL
2. MISSILE
3. LONG BEAM
4. ENERGY TANK
5. BOMB
6. ICE BEAM
7. HIGH JUMP
8. ENERGY TANK
9. VARIA
10. MISSILE
11. ENERGY TANK
12. MISSILE
13. MISSILE
14. MISSILE
15. MISSILE
16. MISSILE
17. MISSILE
18. MISSILE
19. MISSILE
20. MISSILE
21. SCREW ATTACK
22. ENERGY TANK
23. MISSILE
24. MISSILE
25. WAVE BEAM
26. MISSILE
27. MISSILE
28. ENERGY TANK
29. MISSILE
30. DEFEAT RIDLEY
31. ENERGY TANK
32. MISSILE
33. MISSILE
34. MISSILE
35. ENERGY TANK
36. MISSILE
37. DEFEAT KRAID
38. ENERGY TANK
39. MISSILE
40. ICE BEAM
41. DEFEAT MOTHER BRAIN

BEST ENDING



Win in two hours or less to see Samus Aran's true self.

THE BATTLE OF BRINSTAR

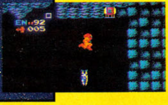
Samus' mission begins in an area of tunnels called Brinstar. Here the tunnels are composed mainly of stone and there are long shafts leading up and down. Prepare to meet many dive-bombing Skrees and Rios as you search for Power-Up options. This is the easiest area of the planet to clear, so use it to learn all of Samus' moves.

HIDDEN PASSAGES

Hidden passages and items are indicated on the maps by a star symbol.

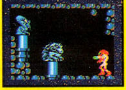
HIDDEN ENERGY

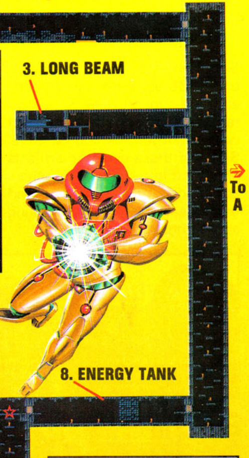
Samus must use bombs or lasers to reveal the hidden tunnels and items. To reach the energy tank in the ceiling near the starting room, shoot it, freeze a Spiny or Skree about half way to the tank, jump onto the frozen creature and then jump to the energy tank.



THE WAY TO TOURIAN

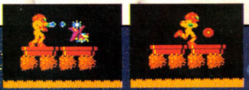
After defeating the Mini-Bosses, shoot the statues and take the elevator to Tourian.

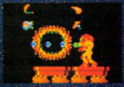




QUICK ENERGY

Samus can quickly refill her energy tanks by defeating enemies that stream out of the pipes. Use the two pipe method. Stand between the pipes and zap foes from one pipe. When an item appears, grab it, then turn and shoot the enemy from the other pipe.

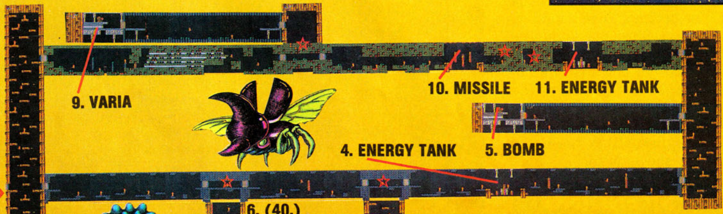




Not every enemy has an item. When one appears, move quickly to grab it, then turn and fire.

KRAID'S HIDEOUT

Make sure you have extra tanks, the bomb device and missiles before venturing into Kraid's lair. Visit Ridley's hideout before going after Kraid.



6. (40.) ICE BEAM

2. MISSILE

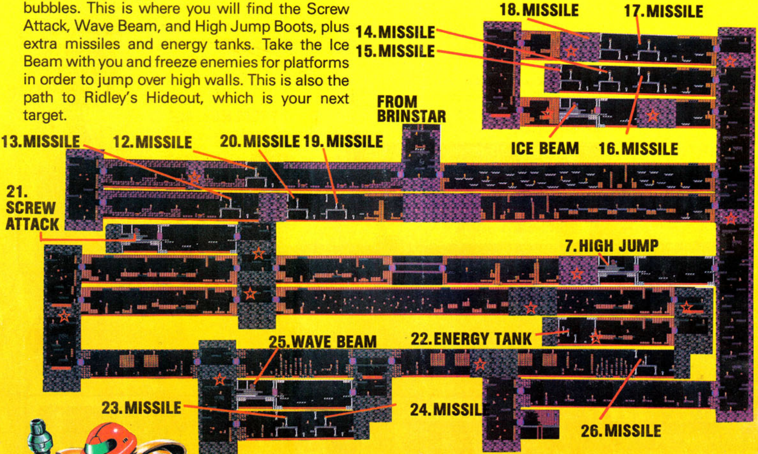
TO NORFAIR

CRITICAL HIGH JUMPS

You must have the High Jump Boots in order to reach certain areas, such as the room where the Varia is hidden. The Boots are in Norfair, so that should be your goal once you have collected as many items as possible in Brinstar. The High Jump Boots are also important to escape the Ice Beam area. You can also jump just as the floor reappears to get out.

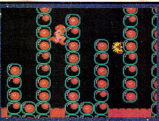
THE FIRES OF NORFAIR

Norfair is a region of lava pools and glass bubbles. This is where you will find the Screw Attack, Wave Beam, and High Jump Boots, plus extra missiles and energy tanks. Take the Ice Beam with you and freeze enemies for platforms in order to jump over high walls. This is also the path to Ridley's Hideout, which is your next target.


18. MISSILE
17. MISSILE
14. MISSILE
15. MISSILE
FROM BRINSTAR
ICE BEAM
16. MISSILE
13. MISSILE
12. MISSILE
20. MISSILE
19. MISSILE
21. SCREW ATTACK
7. HIGH JUMP
25. WAVE BEAM
22. ENERGY TANK
23. MISSILE
24. MISSILE
26. MISSILE

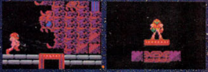
THE DANGER ZONE

If you fall off these stacks of blocks into the lava, roll up into a ball and use your bombs to blow you upward to safety. It won't be easy, so try not to fall.

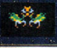
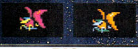
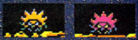
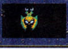
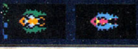
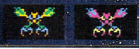
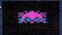
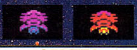
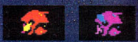
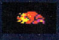
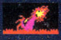
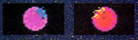
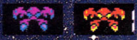
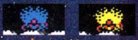


THE ROAD TO RIDLEY

The next stop is in Ridley's Hideout below Norfair.

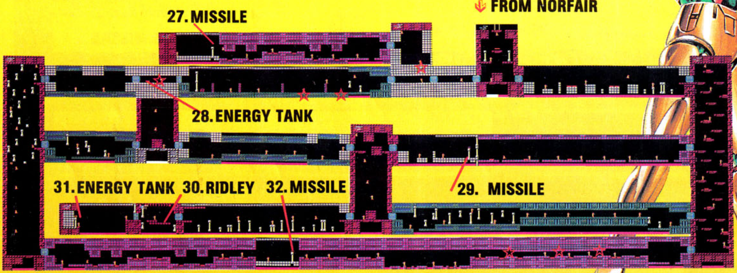


ENEMIES OF BRINSTAR AND NORFAIR

MERO	ZEB	ZOOMER	SKREE	RIPPER
They hover near ceilings and often attack in groups.	They fly out of pipes and are a good source of quick items.	Round and round the stones they go, and they are easy to defeat.	They dive-bomb straight down from the ceiling.	Although they don't attack, they will hurt you if you hit them.
				
WAVER	**RIO**	**MERA**	**SQUEEPT**	**GAMET**
These creatures fly in a wave pattern. Run and jump to avoid them.	This bird also attacks from above, but it is hard to defeat.	They move in groups and can pass through walls.	It leaps out of pools of lava. Learn its timing to avoid it.	These hard-shelled fliers appear out of pipes in Norfair.
				
RIPPER MK II	**FIRE DRAGON**	**MULTIVIOLA**	**GERUTA**	**NOVA**
A high-speed ripper which can't be destroyed, but can be frozen.	As you might expect, the Fire Dragons live in lava and breath flame.	This round being bounces off the walls. Eventually it will hit you.	This rocket-powered creature makes a swift, aerial attack.	These creatures of the clouds aren't as soft as you might think.
				

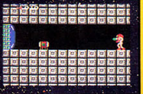
RIDLEY'S HIDEOUT

The first real test for Samus will be the battle against Ridley. Ridley is a mutant dragon who is a servant of the Mother Brain. Although Ridley's lair is called Hideout II, it should be the first hideout you visit. Use the map to plan the quickest route to Ridley. You don't want to waste energy taking dead ends. Go left, down, right, down and left.



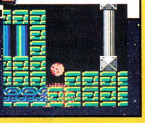
PERILOUS PITFALLS

In the bridge area to the left of the entrance to this hideout is a hidden pitfall. The stones look solid, but they aren't. An energy tank acts as a lure to draw you in.



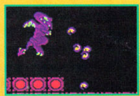
A SECRET PASSAGE

The tall pipe is impossible to jump over. Instead, try going under it. Back toward the entrance you can bomb down into the floor, then roll beneath the obstacle.

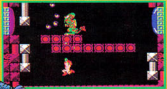


RIDLEY: The First MINI-BOSS

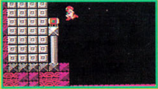
When you enter the chamber, Ridley begins firing balls of flame. Make sure your energy tanks and missiles are filled up. Two methods of attack can be successful. Using the Wave Beam, maneuver beneath Ridley's platform and fire upwards. Keep jumping to reduce the damage. The other method is to use missiles from point blank range or near the door.



Not only does Ridley shoot fire, it hops around on the platform.



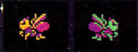
If you stand in the lava while attacking, jump continuously to reduce the damage.



Be sure to claim the energy tank beyond Ridley once the monster has been defeated.

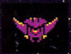
ENEMIES OF RIDLEY'S HIDEOUT

ZEBO



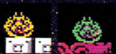
These bulked-up Zebs will take more abuse than their brothers in the higher levels.

HOLTZ



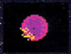
Try using missiles against these armored fliers for extra punch. Other weapons don't do the job.

VIOLA



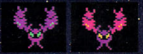
This is a creature of fire, like the Multiviola. Different colors have different strengths.

MULTIVIOLA MK II



This enemy is even tougher to destroy than others in the Viola family. Try missiles.

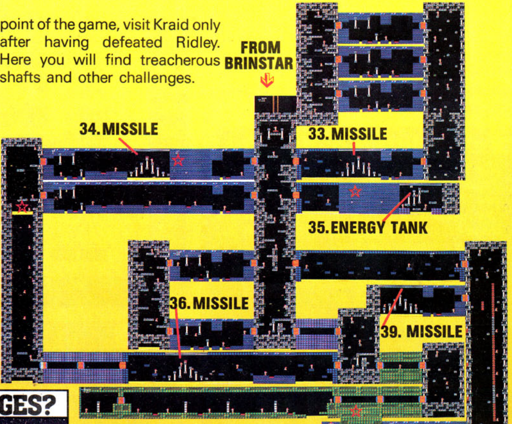
DESSGEEGA



It jumps and attacks with awesome strength. Use the Screw Attack if possible, otherwise use missiles.

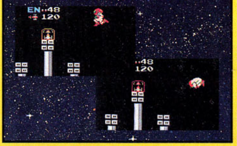
KRAID'S HIDEOUT

Mini-Boss number two is Kraid, a reptilian monstrosity which fires spikes from its belly. Although the hideout is near the starting point of the game, visit Kraid only after having defeated Ridley. Here you will find treacherous shafts and other challenges.



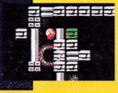
SMART JUMPING

When you have to jump from one narrow ledge to another, the spinning jump can make the maneuver difficult. Instead, use the normal jump which is easier to control.



IMPOSSIBLE PASSAGES?

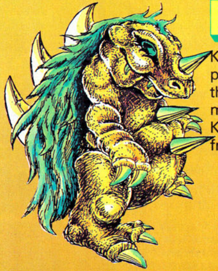
To get over these pipes in the narrow space available, Samus must be in Round Ball form. Use the bombs repeatedly to blow Samus up to the top gap, then move to the right. It's difficult to time the bombs correctly.



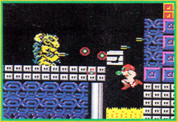
A WIMPY IMPOSTER

This midget monster imposter is easy to defeat, but it's not the real Kraid.

KRAID: The Second MINI-BOSS

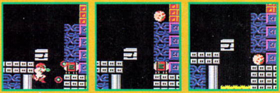


Kraid fires spikes from his gut—spikes with the power of Samus' missiles. It won't take many of these to finish you off. Again, there are two methods of attack. Jump on the spot where Kraid stands and use missiles, or jump and fire from the lava pit with the Wave Beam.



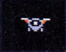
A SECOND HIDDEN TANK

After defeating Kraid you can get a reward. Below the door ledge is a hidden energy tank. Reveal it by jumping down and shooting it. Then roll up in a ball and as you fall toward the lava push right. In this way you will touch the tank and collect it.



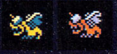
ENEMIES OF RIDLEY'S HIDEOUT

MEMU



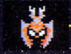
When a Memu darts toward Samus, leap at it and take it out using the Screw Attack.

GEEGA



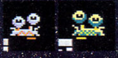
Tougher than the Zebs, these alien insects will attack repeatedly.

SKREE



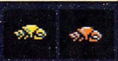
Their spiraling attack from above is easy to foil with your laser.

ZEELA



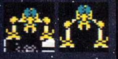
Zeelas crawl around blocks like Zoomers, but they are much tougher to destroy.

RIPPER



They can't be destroyed, so don't waste time trying.

SIDE-HOPPER



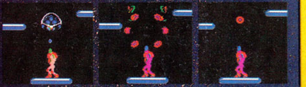
Side-Hoppers live up to their name. The hopping action is actually an attack.

TO TRIUMPH IN TOURIAN

The final leg of the journey is through the Metroid-infested halls and shafts of Tourian. Before you can enter, you must defeat both Mini-Bosses, then shoot the two statues, which activates a secret bridge. Then you descend into the realm of the Mother Brain.

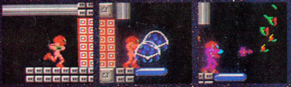
METROID MANAGEMENT

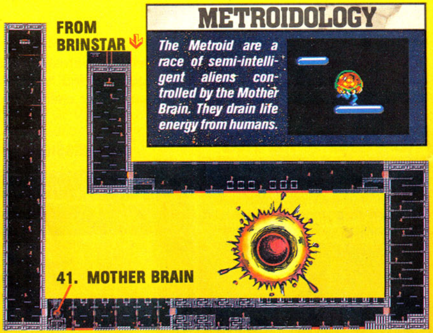
The Metroids don't die easily. Two steps are required to defeat them. First, blast a Metroid with the Ice Beam, freezing it solid. Second, use five missiles to destroy it. Defeated Metroids leave behind super energy and missile refills that quickly replenish your stock.



FILL 'ER UP WITH METROID

The fastest way to replenish Samus' energy and missiles is to go back and forth through this door. Each time you come out, defeat the Metroid and collect energy and missiles. Then go into the door again. A number of Metroids will always appear when you come out the door.



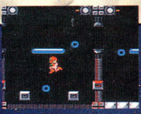


METROIDOLOGY

The Metroid are a race of semi-intelligent aliens controlled by the Mother Brain. They drain life energy from humans.

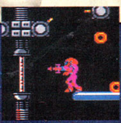
RINKA RAIN

Rinkas are rings of energy fired from nozzles near the Zebetites. They are the last stage of defenses for the Mother Brain. Use the Ice Beam to stop them, at least temporarily. Try to dodge as many as possible.

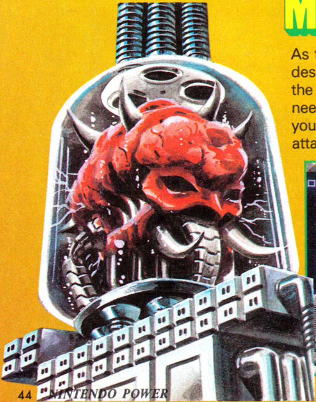


ZAP THE ZEBETITES

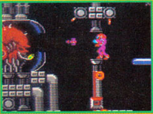
Zebetites are glass covered life-support devices that protect the Mother Brain. They don't attack, but they can regenerate if you don't destroy them completely. Fire missiles rapidly at the glass until a gap is left in the middle, then jump through and attack the next Zebetite.

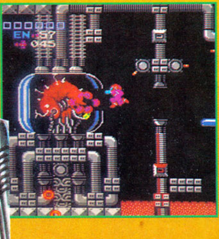


MEET MOTHER BRAIN

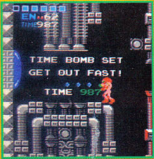


As the controlling force of the Metroid and the despoiler of the planet, Mother Brain is one of the most dangerous beings in the galaxy. You'll need full missiles and six energy tanks, because you're bound to take a lot of damage while attacking this monstrosity from close range.





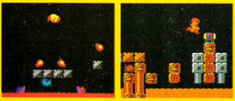
Mother Brain's only weakness is in the middle of the glass case, and only missiles will damage it. Attack from the platform left by the final Zebetite, making sure you fall backward when struck by Rinkas. Keep moving to avoid damage. There's one other attack option. Jump against the case itself and push left, then pump missiles into the opening.



Escape up the long shaft before the planet explodes. You'll have 1000 seconds. Stay calm and don't spin jump.

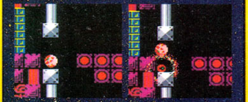
MASTERING METROID

Below are some specialized tips and tricks to help you become a Metroid Master, but there are some general strategies that can also help. First, don't waste time fighting everything in sight. Once you have the Screw Attack, just spin your way past foes. Second, write down and save your best passwords.



HIDDEN PLACES

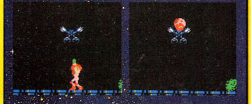
Some areas are accessible only through hidden passages. Look at the maps to see if there is something beyond a floor or wall, then use bombs to find any passages.



The Bomb Up method described below can be used to reach narrow secret passages that open above floor level.

STEPPING ON ENEMIES

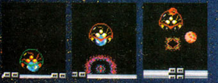
If you have the Ice Beam you can reach high places by freezing flying foes, which you can then jump on like platforms. Remember, though, the enemies will thaw quickly.



If you don't have the High Jump Boots, or an enemy threatens to knock you off a perch, use the Ice Beam.

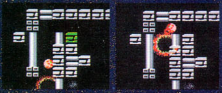
THE METROID HOLD

Metroids move swiftly and won't let go if they grab you. If a Metroid does put its hold on you, there are two ways to escape. In most cases, roll up and use your bombs. Eventually the Metroid will let go. If you're near a door, go through the door; the Metroid won't.



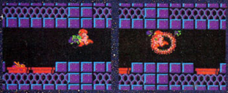
BOMBING UP

Use the Bomb Up technique in narrow places or when escaping lava. Roll up in a ball and bomb as fast as you can. Timing is a matter of luck and perseverance. You'll need several consecutive blasts to blow you over a tall obstacle.



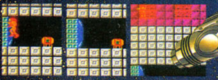
IN A TIGHT SPOT?

If you're in a narrow tunnel like those found between doors and an enemy is attacking, use the Screw Attack. It may not look as if the Screw Attack will work, but it will and you'll destroy the enemy.



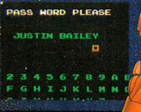
ENTER THE HIDDEN WORLD

Go to Hideout II where you found the Energy Tank. Shoot the door. Let the door close on you. Press Up and Down rapidly to scroll to the top of the screen. Push A. Repeat the process and take the third blue door on the left.



JUSTIN WHO?

JUSTIN BAILEY is the top half of a code that lets you begin with full missiles and six tanks.



PASS WORD PLEASE

JUSTIN BAILEY

2 3 4 5 6 7 8 9 A

F G H I J K L M N

THE UNIVERSE HAS EXPANDED!!

For years Metroid has thrilled video game players around the world. Even today with more sophisticated technologies and programming, Metroid stands out. That's what makes a classic—the test of time and popularity. Good programming never gets old.

NOW SAMUS IS BACK IN A BIGGER WORLD AND A SMALLER PAK

Metroid II for Game Boy is coming out this fall with Samus challenging a vast new world. More on this later.

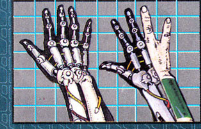
SHATTERHAND™

Hi! My name is Steve Hermann, and I need your help! It's the year 2031, and a group of renegade military scientists, led by General Gus Grover, has banded together using new cybernetic technology to create an army of cyborg soldiers. Their goal: to take over the world. We named this revolutionary group the Metal Command, and formed the Law and Order Regulatory Division (L.O.R.D.) to combat them.

I used to be a police officer in the Bronx. Ambushed one day by a pair of Metal Command cyborgs, I had my hands crushed before I could escape. L.O.R.D. approached me, offering to replace my hands if I joined them. I agreed, and they gave me a pair of cybernetic super hands, capable of shattering metal on impact. I'm now known as "Shatterhand," and my mission is to crush the rebellion with my new metal bustin' hands. Help me storm through General Grover's cyborg defenses and take him down!

"SHATTERING" HANDS

Shatterhand's new super fists give him an edge against the Metal Command's cyborg army. And he can make them even stronger by "energizing" them at Power-Up Stations found throughout the Metal Command's domain!



Shatterhand comes to the NES from Jaleco and was developed by Natsume, and it is a great action game! With graphics and play similar to S.C.A.T and Shadow Of The Ninja, and a variety of unique features, Shatterhand has tough action that promises to provide a challenge even for action game experts!

GAME PAK · DATA BOX

SHATTERHAND

JALECO

MEMORY	2M	
	MM3	––

POWER METER

Graphics & Sound	3.7
Play Control	3.9
Challenge & Interest	3.8
Theme & Fun	3.6

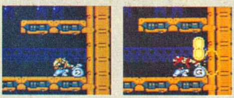
TM&© 1991 JALECO/NATSUME

POWER-UPS COST COLD HARD CASH

The Extra Power, Health, and 1-Up Stations along Shatterhand's arduous route don't offer their services for free. Try to carry some money with you at all times, and be sure to grab any dough dropped by shattered cyborgs. Sometimes a bag of gold can even be found in one of the white boxes that are left in each area.

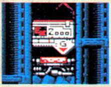
BAGS OF GOLD

If you should happen to come across one of these treasures, punch it as fast as your fists will fly to get the most money before it disappears!



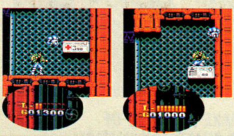
EXTRA LIFE!

This, the most expensive of the shops and stations in the Metal Command's realm, offers a valuable commodity: an extra life that gives you an extra chance to clear a difficult satage. If you have the money, stop here to invest in your future and prepare for the upcoming cyborg shattering invasion.



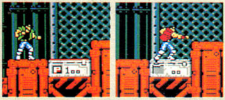
HEALTH STATION

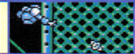
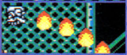
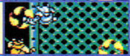
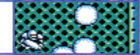
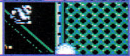
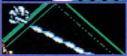
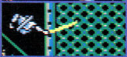
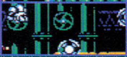
Never miss an opportunity to completely refill your life at one of these rarely seen places. You never know what the Metal Command might have lurking about in your near future. To visit the station, just kneel down on top of the platform. However, the cost varies, so always keep some money with you!



FIST POWER-UP

This station doubles the power of your fists for some seriously penetrating punching. The power fades as your life meters goes down, so avoid hits. Shatterhand's vest, which is usually green, turns brown when you have "the power."



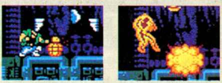
SEQUENCE	SATELLITE ROBOT TYPE	WEAPON
$\beta\beta\beta$	**Grenadebot hurls down a grenade at cyber-foes ahead of Shatterhand each time he throws a punch.**	
$\beta\beta\alpha$	**Press B to prime Pyrobot, then press and hold B down to shoot out a long fiery jet that bathes your cyborg enemies in flame!**	
$\beta\alpha\beta$	**Yoyobot fires three spinning orange discs that rotate rapidly around like yoyos on invisible strings and return after a short time.**	
$\beta\alpha\alpha$	**Fireballbot discharges four blazing energy balls that pivot in the air and hover upwards to roll off along the ceiling.**	
$\alpha\alpha\alpha$	**Yobobot launches a single energy ball that rapidly whips back and forth.**	
$\alpha\alpha\beta$	**Laserbot fires a devastating laser beam.**	
$\alpha\beta\alpha$	**Swordbot strikes out at enemy cyborgs by swinging a long and lethal sword.**	
$\alpha\beta\beta$	**Ricobot spits out three spinning discs that ricochet off the walls until each fades away.**	

WHITE ITEM BOXES

When Shatterhand runs across a white box lying around, be sure to punch it to reveal the contents. Most contain items useful to him on his mission.

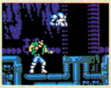
OPEN BOXES WITH CARE!

Stay alert when punching open White Item boxes. While most hold useful items, some are booby trapped with a grenade as part of the Metal Command's effort to try to stop our hero. If you find one, jump away quickly to clear the blast. They have really short fuses!



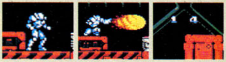
SATELLITE ROBOTS!

In some white Boxes, Shatterhand finds "alpha-beta" boxes that hold satellite robots. You can determine the type of robot by picking up three alpha and beta boxes in particular sequences. Each of the eight sequences possible yields a different satellite robot.

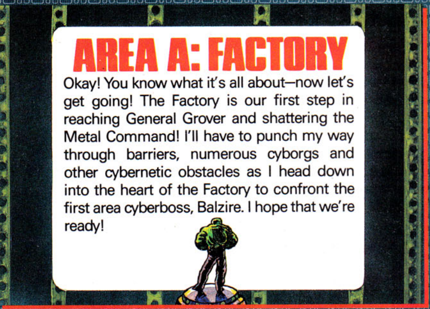


ROBOTIC INVINCIBILITY

When Shatterhand manages to collect an identical combination of letters twice in a row, he temporarily dons cybernetic full-body armor and becomes invincible, with a powerful fireball as his key weapon!



Watch the timer. Invincible Shatterhand won't lose any life, but loses seconds of invincibility when hit.

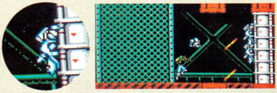


AREA A: FACTORY

Okay! You know what it's all about—now let's get going! The Factory is our first step in reaching General Grover and shattering the Metal Command! I'll have to punch my way through barriers, numerous cyborgs and other cybernetic obstacles as I head down into the heart of the Factory to confront the first area cyberboss, Balzire. I hope that we're ready!

WALL-WALKING MECHADROIDS

An annoying droid sometimes guards the many heavy barriers that Shatterhand must punch through. Some even pack lasers for added defense!

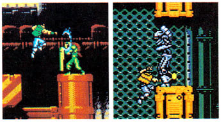


STRATEGIES FOR SURVIVAL AND SUCCESS

Take the time to learn these few simple tactics to help Shatterhand in his formidable mission. If our man of the flying steel fists is to succeed in pulverizing General Grover and the Metal Command's revolution, he must make the best use possible from each of his abilities!

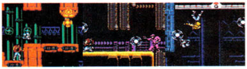
SOME CYBERENEMIES ARE TOUGHER THAN OTHERS

Shatterhand won't find all the enemy cyborgs to be easy targets. Some are really tough, and he'll have to really pound on them to clear his path again!



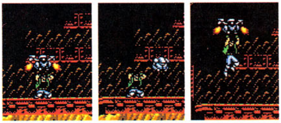
RICOBOT: SHATTERHAND'S BEST FRIEND?

Ricobot's powerful, far-ranging energy ricoballs are very versatile and helpful weapons. Learn to use Ricobot well to clear out the treacherous course ahead!



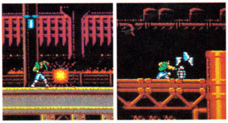
PROTECT YOUR ROBOBUDDY

Shatterhand's little robotic pal can be a great help, but he can also be destroyed should he take too much damage. Be a good friend by protecting him.



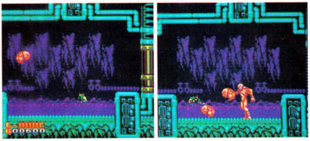
MAKE THE MOST OF YOUR SHATTERIN' HANDS!

Shatterhand's cybernetic fists do more than just hurt cyberfoes and obstacles. Punch swiftly to destroy enemy bullets and bombs without getting hurt!



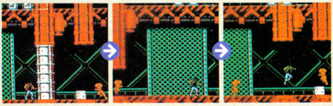
SCROLLER GAMES

Don't let yourself get "backed into a corner!" The scrolling feature can hinder Shatterhand's cyborg pounding progress because some previously defeated cyberenemies will reappear if he backtracks.



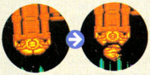
CYBORG DOUBLE-TEAMING

In some areas, the scrolling allows cyborgs to attack our partly cybernetic hero from both directions at once. Watch out!

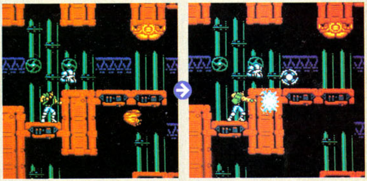


Take the time to destroy each cyberfoe before moving on.

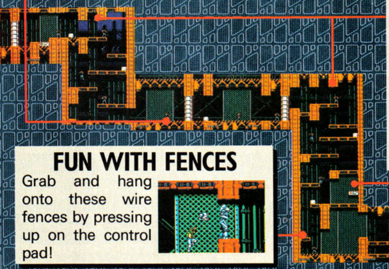
DROIDPOD GENERATOR



These generators pride themselves on being particularly irritating. They repeatedly send out a team of droidpods that like to home in on you. Punch them out one at a time, then go after the generator!



Pick a good place to stand and wait for the pods to come to you. Destroy each one as it approaches on its deadly kamikaze flight.

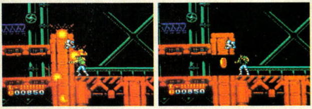


FUN WITH FENCES

Grab and hang onto these wire fences by pressing up on the control pad!

SECRET ROOMS?

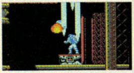
Rumor has it that Shatterhand can find secret rooms by punching certain walls.



Punch the wall. It might explode and leave you an item, or maybe not . . .

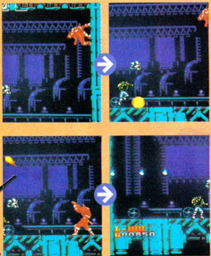
TELEPORT

Jump onto this handy teleport platform to gain access to Balzire's chamber.



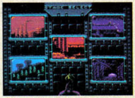
BALZIRE: FACTORY MASTER!

To beat Balzire, duck beside him and punch as he shoots upwards. Avoid the bullets as they fall back down. Jump over the energy balls he throws, and jump clear when he swings his gun to clobber you!

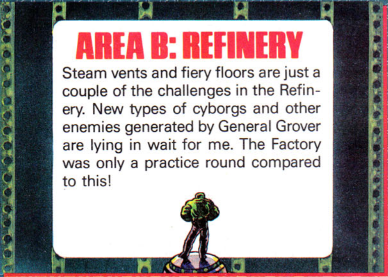


DECISIONS, DECISIONS

We've cleared the Factory and now must choose which of the next five levels to take on first!

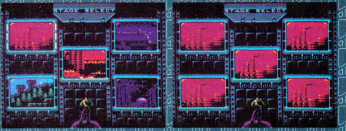


Pick one of the five stage choices and get going!



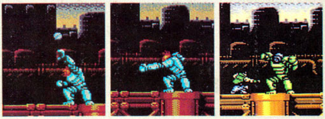
AREA B: REFINERY

Steam vents and fiery floors are just a couple of the challenges in the Refinery. New types of cyborgs and other enemies generated by General Grover are lying in wait for me. The Factory was only a practice round compared to this!



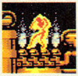
CYBORG COLOSSUS!

This unfriendly metalhead lobs bombs and packs a vicious punch! To beat him, dash in, duck down, punch twice, then quickly leap back to avoid his powerjab!



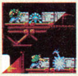
STEAM VENTS

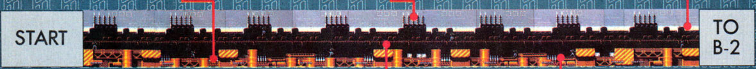
Don't fall down in the steam vents!

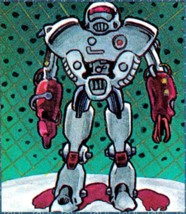


HARD TO REACH

Stretch over the White Box to punch out this soldier.

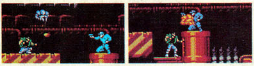






DUCK 'N PUNCH

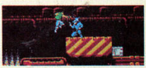
Duck when this soldier fires, then close in to punch him out!



FANCY FOOTWORK

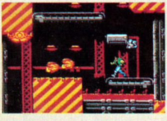
These conveyor belts make punching difficult!

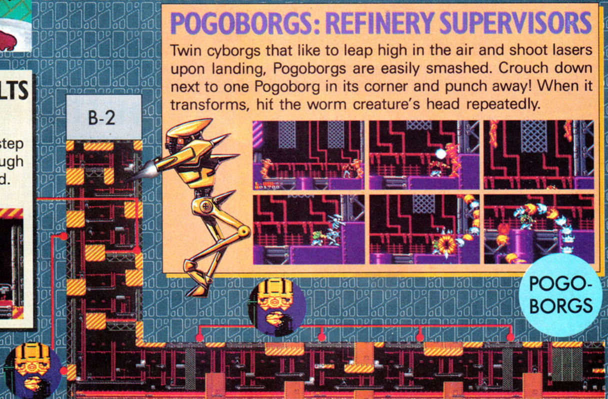
Jump up and right to punch through this cyborg's shield.



CONVEYOR BELTS AND LAVA

Move carefully and step lightly to move through this area unscorched.



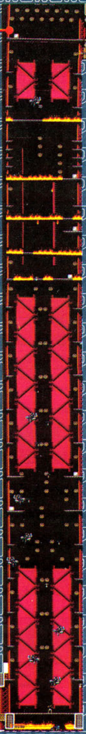


POGOBORGS: REFINERY SUPERVISORS

Twin cyborgs that like to leap high in the air and shoot lasers upon landing, Pogoborgs are easily smashed. Crouch down next to one Pogoborg in its corner and punch away! When it transforms, hit the worm creature's head repeatedly.

AREA F: RAVAGED CITY

I can see from this area that the Metal Command doesn't care about anyone but itself. The bombs are still falling from the skies, and the cyborg defense is out in force! The commander of this stage, Infernon, waits for me at the end of a nasty elevator ride.



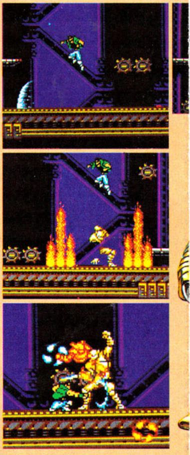
INFE
NOI

INFERNON:

A favorite of General Grove
plete with an energized ka

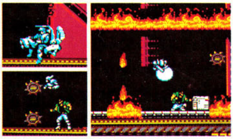
ROUTIN

When Infernon throws out energy bolts next move. A sudden leap high into the toward the middle of the screen, and d Now, make those shatterin' hands fly! leap away, run to a fire-free spot and



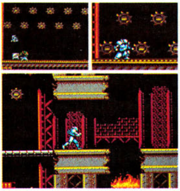
UP AND UP AND UP...

This elevator shaft is a tower of fun, with falling bombs, dripping firepools and roving robotic helicraft, to list just a few things that'll keep our hero hopping!



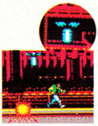
THE TOP IS IN SIGHT

Here at the top, fight off an annoying helicraft and avoid getting ground between the gears.



Firepools still abound, so tread carefully!

FALLING BOMBS



The rain of bombs begins anew, so keep an eye to the sky and dodge swiftly!

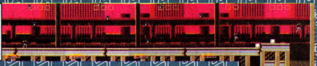
F-2

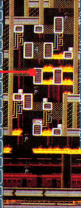
FLAMES, MOLTEN STEEL, AND GEA

Pools of flame flow all around, and fire drips from above.

Watch the gearing and don't get pinched.

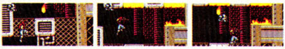
START





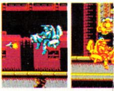
BLAZING CEILINGS!

Watch your head as you jump through this section. If you jump too close to the flames in the ceiling, Shatterhand's going to get his head scorched! Jump from a lower point on the fences to prevent burns.



HELI-MENACE

This zippy little helicraft is really annoying. Crouch in one spot and punch quickly as he buzzes in to ground him.



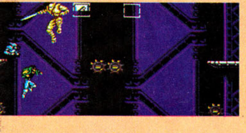
R-
N

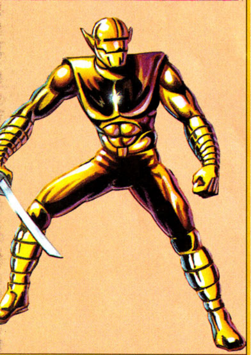
CITY GUARDIAN

r's, Infernon is a "Ninjaborg" com-
tana and napalm grenades!

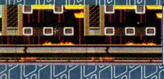
G THE NINJA

from his katana, leap clear and stay alert for his
air is Shatterhand's best chance! Run underneath
uck down beside the spot where Infernon will land.
When he starts to throw down his grenade, quickly
repare to do it all again!





RS

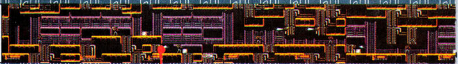


TO
F-2

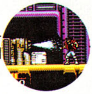
AREA C: SUBMARINE

This submarine is defended by some of General Grover's more unusual cyborg creations. There's stuff in here that I really don't want to see! Taking out their submarine should seriously weaken the Metal Command, so here I go!

START

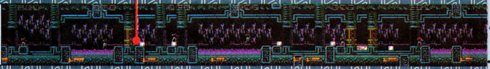


STEAM JETS



These steam jets spout out regular clouds of vapor that will scald whatever gets too close.

C-2

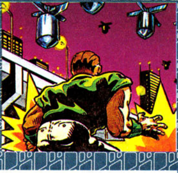


CYBORG

A huge wall-c
energy balls f
across the roc
his flight path

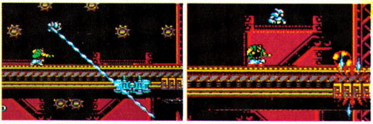
Cyborgate likes to wal
reaches Shatterhand's
and then jet straight ac
the bottom near the rig
comes down. When he
grab hold of the fence a
neath. Drop down to av
back up to the safety of
again. Repeat these st

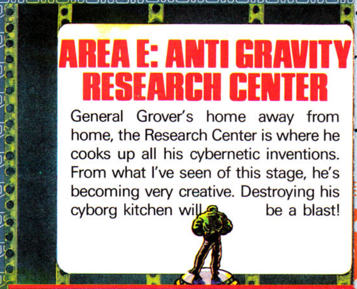
Inside these pipes lu
ghouls." Shatterhand's
good arm workout in fi



LASERBOT OR YOYOBOT

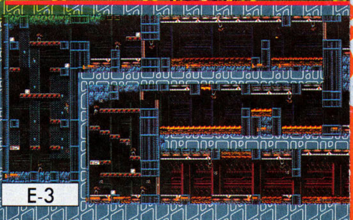
Underneath the rising platform clings a missile shooting droid. Yoyobot and Laserbot both will reach through the floor to destroy him!





AREA E: ANTI GRAVITY RESEARCH CENTER

General Grover's home away from home, the Research Center is where he cooks up all his cybernetic inventions. From what I've seen of this stage, he's becoming very creative. Destroying his cyborg kitchen will be a blast!



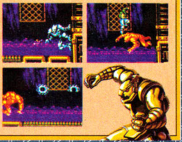
E-3

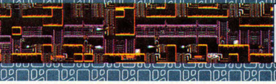
GATE: SUBMARINE BOSS

linging, flying cyborg, Cyborgate likes to toss rom his perch on the wall. He will then fly om, wreaking havoc on whatever might be in .

GROUNDING A CYBERFLIER

k up or down the wall until he level, toss out a few energy balls, ross the room! To beat him, stand at ht corner and turbo-punch when he starts blinking, quickly leap up and bove you, allowing him to fly under- oid his energy balls, and then leap the fence when he zips back across eps for a painless victory!





TO
C-2

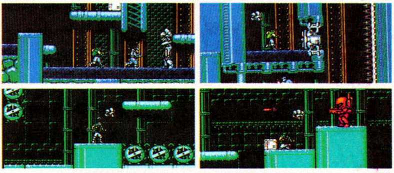
PIPE SURPRISE

rk tough "Cyber- s going to get a ghting these guys.

CYBOR-
GATE

AREA D: FILTRATION PLANT

The Filtration Plant offers some new and interesting challenges. To begin with, the floor is icy and slippery. Then, later in the stage, I'll be doing a little underwater exploration! You won't need a map, but here are some a few photos of the area.

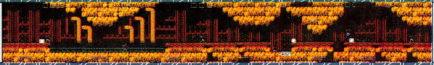


"You may have made it to my final area, but you'll never make it through to find me, Shatterhand! My cyborg defenses are impenetrable, and the world will soon be mine!"

START

TO
E-2

E-2



TO
E-3

FALLING ROCKS

Watch for falling boulders!

GRAVITY GAMES

Gravity here in the center changes from section to section .

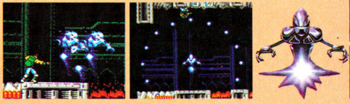
GRAVI-
TUS

GRAVITUS: ANTI-GRAVITY RESEARCH CENTER BOSS

Gravitus is a unique cyborg apparition. He floats ghost-like through his room, reversing gravity as he pleases and stopping occasionally to blanket the entire room with a rapidly expanding ring of energy balls!

HIT HIM WHEN YOU CAN

Defeating Gravitus takes patience and the ability to walk on the ceiling. Dodge his energy balls when he energizes his ring of death, then leap up (or down, if he's used a gravity bomb) to punch him when he glides within reach!



THE FLINTSTONES®

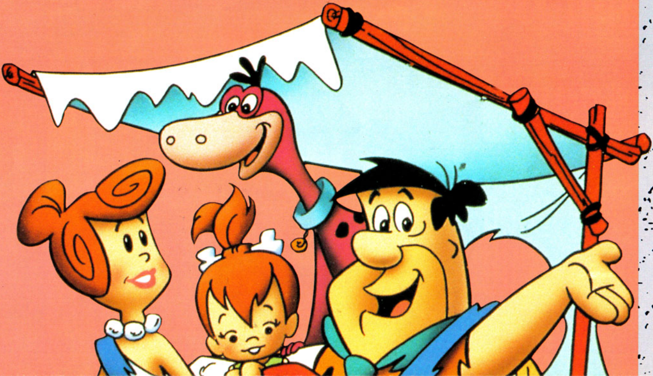
The Rescue of Dino & Hoppy

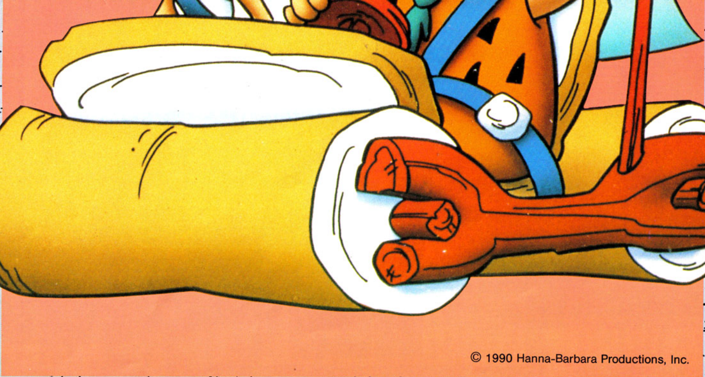
Coming Soon to your NES

Produced by Taito America Corp.

Starring: Fred,
Wilma

Wilma,
Barney,
and Betty





© 1990 Hanna-Barbara Productions, Inc.

NINTENDO POWER™

SPECIAL FEATURE

GAME BOY™

Castlevania II
BELMONT'S REVENGE

Bart Simpson's
ESCAPE FROM CAMP DEADLY

Track Meet

Monopoly

Castlevania II Belmont's Revenge TM
TM AND © 1991 KONAMI
LICENSED BY NINTENDO
START
PASS WORD
BART SIMPSON'S ESCAPE FROM CAMP DEADLY™
© 1991 ACCLAIM ENTERTAINMENT
LICENSED BY NINTENDO
PUSH START
TRACK MEET™
Interplay™
©1991 LICENSED BY NINTENDO
MONOPOLY
PARKER BROTHERS REAL ESTATE TRADING GAME
Nintendo GAME BOY™
DOT MATRIX WITH STEREO SOUND
OFF ON
BATTERY
22 SCORE-00780
TIME-356 REST -02
SELECT
START
B
A
PHONES

Castlevania II™

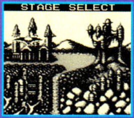
BELMONT'S Revenge

The Belmonts are back, and so is Dracula in Konami's second Castlevania action epic. The time is 15 years after Christopher Belmont thought he had put an end to Count Dracula in Castlevania: The Adventure. Now his son, Soleiyu, has vanished, and four evil castles have risen mysteriously from the earth. Once again a Belmont must rely on his courage and quickness. He'll have the aid of the Mystic Whip, a Battle Axe and explosive bottles of Holy Water. There are some new moves, too, like the ability to slide down ropes. The game controls are better than ever, but the challenges are also greater. So enter the haunted realm, if you dare.

TM&©1991 Konami

Journey Through Four Castles

At a ceremony to mark the passing of the title of Vampire Hunter from father to son, Soleiyu Belmont disappears. At the same time, four castles erupt from the earth—a mute challenge to Christopher. Each of the castles has its own special brand of horror lying in wait, but Christopher must pass through them all to find his son. You decide which castle to tackle first, second, third and fourth. None will be easy. Only after defeating each of them will Dracula's Castle appear.



Crystal Castle

The Crystal Castle is built of delicate crystals, some of which may shatter if stepped upon. You will also discover pools of water, bottomless pits and walls of moving spikes. A fierce new enemy waits in the depths . . . and after that you'll still face the guardian!

Cloud Castle

The Cloud Castle may drift in the sky, but it is made of stone and steel that can break the unwary Vampire Hunter. Concentration and quickness is essential to get past the mechanical pulleys and giant spiked balls that shoot upward to the ceiling with crushing force.

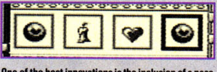
Rock Castle

New and old dangers lie ahead in the Rock Castle. Be careful when using your whip on the candles as some may cast you into darkness, and you don't have a match. Long spears thrust out of walls and ceilings of spikes drop from above. The armored Iron Doll is waiting.

Plant Castle

In the Plant Castle, Christopher meets a host of new foes, including skeletons who throw bones and spiders who drop from the shadows. Bridges must be crossed with care and spiked ceilings may prevent you from jumping out of the way of danger. Kumulo and Nimbler wait at the end.

Save Yourself

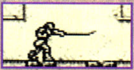


One of the best innovations is the inclusion of a password that allows you to save the game. When you lose a life, choose the Password option. Write the Password down and return to the game later. The Password symbols are like those used in Castlevania III for the NES, so record each symbol carefully.

The Weapons

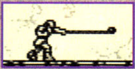
Choose your weapon with care. The Chain Whip is best. Use the Battle Axe or Holy Water near the area in which it is found.

Leather Whip



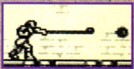
You'll begin the adventure with the short leather whip.

Chain Whip



Gain extra power and distance when you use the chain whip.

Fire Whip



The fire whip shoots balls of flame across the screen.

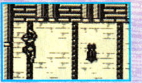
Battle Axe

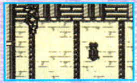
This axe can be thrown at enemies if you have enough hearts for power.

Holy Water

Throw the bottles of Holy Water at foes and watch them burst into flames.

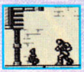
Hidden Rooms


Not every stone is as solid as it seems. Try climbing beyond the end of ropes into the brick ceilings.


Hidden rooms and items are found in the walls and ceilings of the castles. Only a few are shown here.

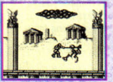
1-Upmanship

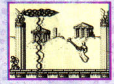
For extra lives, look for the 1-Up symbol on the maps.

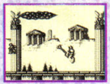


Dark Side Is A Shocker

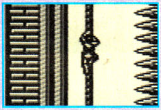
The guardian of the Crystal Castle is Dark Side. He controls a lightning cloud that attacks with electric bolts, and in this room, lightning does strike twice.


When Dark Side begins to take shape, move in close and use your whip several times, then quickly run away.


The Lightning strikes where you last stood your ground, so keep moving across the room to dodge the bolts.

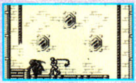

When the Lightning strikes it causes a fire. Be sure to leap over the flames that race along the floor.

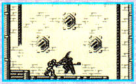
Slide-Of-Hand

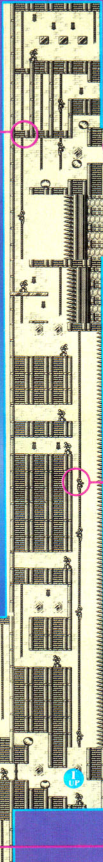

Christopher's great new move is the ability to slide swiftly down ropes by pushing the A Button. Use this technique in the long shaft. Even so, you can't go the distance in one slide before the spikes move in.

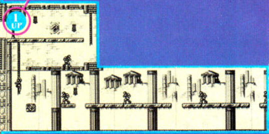
The Merman

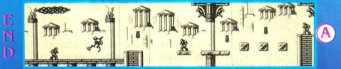
The Merman is perhaps the most difficult of the new enemies in this game. His leaps carry him from one side of you to the other while he throws knives.

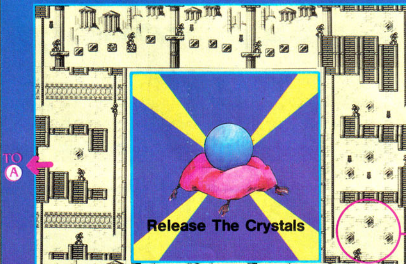

Jump to the center of the room from the rope. Here in the open you have room to maneuver.


As the Merman touches the ground, turn and whip him. He's very fast, so turn quickly.





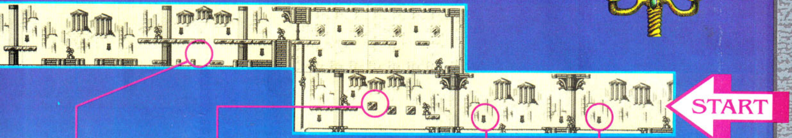




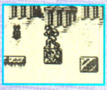
Release The Crystals

CRYSTAL CASTLE

The Crystal Castle has many dangers, and many of them will be new even for seasoned vampire hunters. You are bound to take a few hits when you first start out, so whip the walls, especially above doors at the end of a stage, to search for life-replenishing meat. Listen for the ominous sound of cracking crystals, as well, for it signals danger. But the real challenges within come from the many creatures of darkness. Whip all the candles so you don't miss a weapon that could help you in the vicinity.

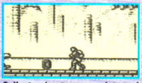


Fragile Crystals Underfoot



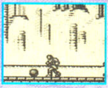
Many crystal blocks in this castle are old and worn. If you stand on them for more than a few seconds, they may shatter. Your only choice is to jump quickly from one crystal to the next. In some places you may have to dodge bats at the same time. Take a look at the crystals and the ceilings, to plan the safest route.

Coins For A Longer Life



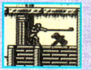
Collect coins to earn points and lives. Every 20,000 points earns you a life. At the end of a stage, extra hearts become bonus points.

Whip Into Shape With Power Crystals

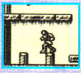


Turn your leather whip into a chain whip, and a chain whip into a fire whip by grabbing Power Crystals. The Power Crystals are hidden in candles, but they are rare. If you lose a life, a Power Crystal will be close to where you begin again. Whip every candle in order to release Crystals and other vital items.

A Tough Axe To Follow

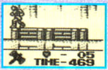


Drop down the hole to the moving platform and jump to the right ledge to claim the Battle Axe.



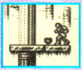
To escape from this dead end, jump to the pillars on the left and from there to the moving platform.

Keep Time

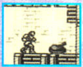


You have a limited time to get through each stage. If time runs out before you reach the next door or the end of the castle, you'll lose a life.

Take Hearts And Eat Beef



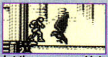
Collect as many Hearts as you can in order to have the power to throw the Battle Axe and Holy Water.



Whip brick walls to uncover the hidden plates of Meat. Meat will restore your life meter.

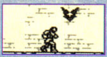
Enemies From Beyond The Pale

Ravens



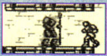
Let these ravenous birds of prey pass overhead. Attack them when they swoop close to the ground.

Bats



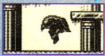
Look for bats on the ceiling. Many can be defeated as they sleep by attacking from a distance.

Knights



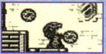
Knights are slow but powerful and heavily armored. Use your whip repeatedly and don't get too close.

Water Creep



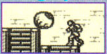
These creeping amphibians live in the pools and are hard to see. Crouch in the water and whip them.

Punaguchi

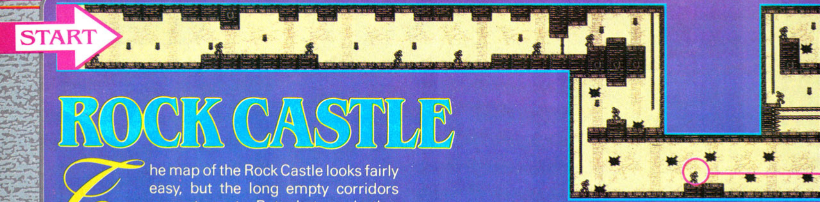


Punaguchi spit balls that bounce off walls. Approach with caution, destroying the balls and the head.

Big Eye



Big Eyes drop from above and roll straight toward you. On bridges they explode and leave holes.

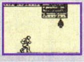


ROCK CASTLE

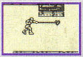
The map of the Rock Castle looks fairly easy, but the long empty corridors are not empty. Rats, bats and other foul folk live here in great numbers. The wall spikes are another challenge. You must time your jump from one spike to another with great precision.

Aim For Sleeping Bats

Sleeping bats are an easy target. Don't give them the chance to wake up. Hit them from a distance while they are snoozing.



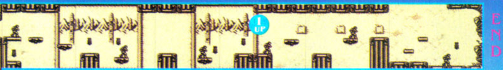
Stay the full length of your whip from the bat.

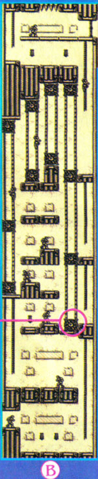


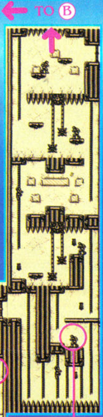
You'll defeat the bat before it can attack you.

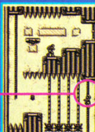
CLOUD CASTLE

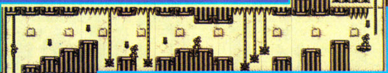
The Cloud Castle is filled with deadly surprises, like the spiked balls that shoot to the ceiling when you touch their chains, or the pulleys that reverse direction. Spiked ceilings and floors don't allow any room for error. And while you're avoiding the traps, foes are attacking.

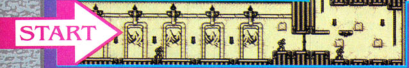




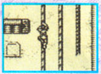




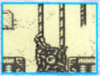




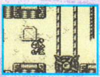
Pulleys



Climb quickly to the next rope as the Pulleys carry your rope upward.

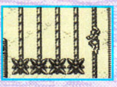


Don't get stuck in the gears! You'll be sorry if you stay there long.

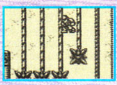


Jump from one rope to the other as the Pulley reverses direction.

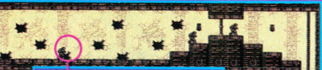
Quickness Counts

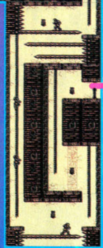


Jump from the top of the first rope to the next rope over. The spiked ball will zip upward!



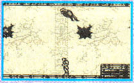
Quickly climb up the rope then jump to the next rope before the spike ball reaches you from below.



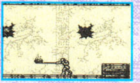


TO Ⓐ

Rat Holes

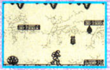


Stand below and just to the left of the rat's hole.

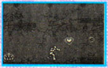


When the rat jumps, turn and whip it as it lands.

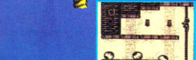
Out Go The Lights

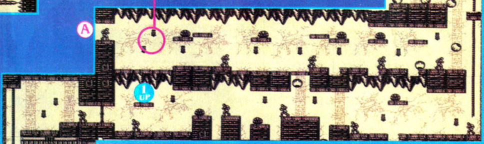


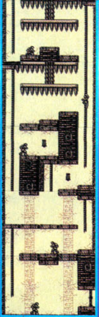
These creatures are dangerous only in the dark.

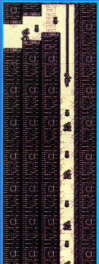


Leave one candle burning, or darkness falls.



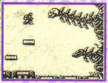




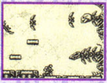


Angel Mummy

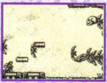
The two-headed fiend comes out of the wall. Dodge the bones, but watch out for fire shots.



The two heads of the monster extend into the room on serpentine necks. You'll have to jump between two safety zones.

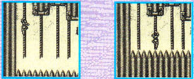


When the top head is hurling bones, stand on the floor just to the right of the lowest ledge and attack first.



Stand on the highest ledge or to the far left when the lower head throws bones.

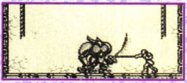
Don't Drop Out



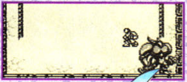
The floor below is made of spikes that rise and fall. Each time you jump from one rope to the next, you'll land far down on the rope, well within reach of the spikes. Climb quickly upward to escape!

Iron Doll

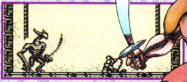
At first the slow moving Iron Doll seems an easy target, but when it sheds its armor it becomes swift and fierce. Use the two ropes in the room to keep safe. Jump onto the ropes, then jump over Iron Doll, whip twice, and back off.



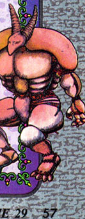
You'll have to get close to get a few hits. Don't stay too long. Iron Doll hits back.



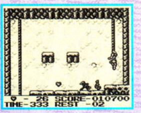
When Iron Doll is almost below you, jump from the rope and land behind him to attack.



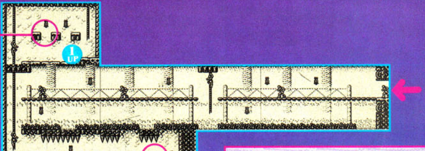
Whip repeatedly once Iron Doll sheds his armor. He's faster now, but less protected.

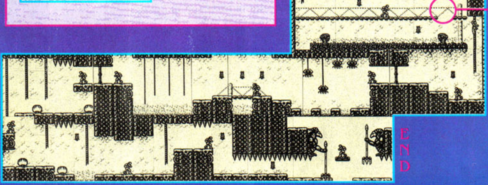


HIDDEN ROOM

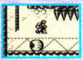


Climb through the ceiling to the Hidden Room. Be sure to collect the Heart and Axe from the candles. Get the 1-Up from the third block to the right.

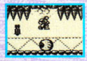




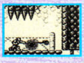
Big Eye Bombs



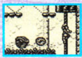
Jump over the first Big Eye near the rope where there aren't any spikes overhead.



Run forward to the next barren patch of ceiling and jump over the second Big Eye.



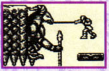
Whip the fourth Big Eye and it blows a hole in the bridge. Drop through the hole.



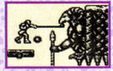
Avoid the Punaguchi and head to the right. From there, climb down the rope to the right.

Kumulo And Nimbler

These guardians attack with fiery shots and trident tipped spears. Dodge the fire balls and strike each brute in the face.



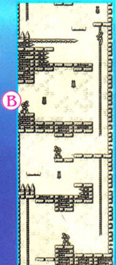
Jump up and whip the monster in the face.

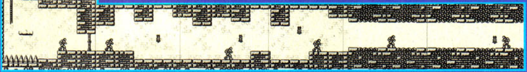


From the central platform, attack both heads.

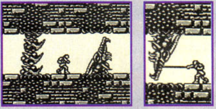
DRACULA'S CASTLE

The earth begins to shake and rumble, then the Castle of Dracula slowly rises from the dust. Now that the four smaller castles have been cleared of enemies, one final journey remains. Take a look at the map of the final castle that comes up on the screen before venturing inside. First you must cross the courtyard and defeat the Reapers. Inside are more sliding spikes, ropes, and monsters.

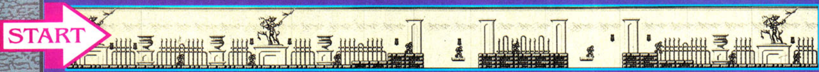




Bone Dragon

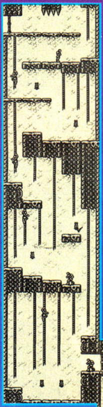


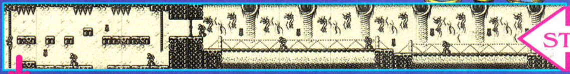
The head of the Bone Dragon appears from the root-tangled holes in the hallway and it snakes from one hole to another. The entire hallway scrolls, as well, which means you must continually move to the right. The head of the Dragon is its weak point, and it's best to strike it from the right side.



PLANT CASTLE

This castle is made of tangled roots and vines. Spiders, skeletons, strange beetles and exploding Big Eyes are just a few of the creatures who live within. Much of the fighting is done while hanging from ropes or spider threads, which limits your options for attack. Here you must learn new strategies.

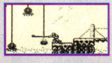




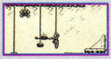
START

TO Ⓐ

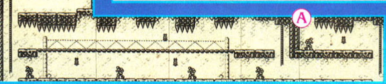
Crossing The Spider Threads



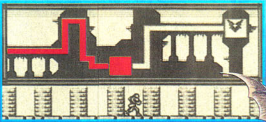
In the hall of the spider threads on the opposite page, defeat the spiders only after they climb down.



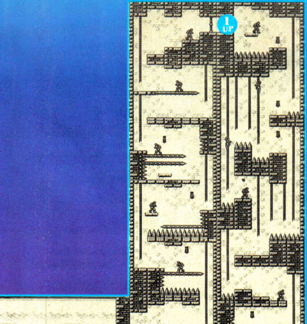
Attack spiders when they climb down the thread, not when they're near the ceiling.



Ⓐ



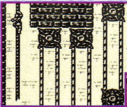
Before you enter the dangerous domain of Dracula, a map of his castle scrolls by, displaying the passages you must tread.



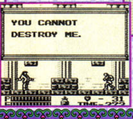
TO Ⓑ

The Final Struggle?

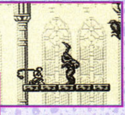
Beyond the Bone Dragon is the final confrontation for Christopher. But will you fight Dracula or an imposter? And where is his son, Soleiyu? To answer those questions requires the ultimate courage—to face the unknown.



Jumps on Moving Platforms and Pulleys require critical timing.

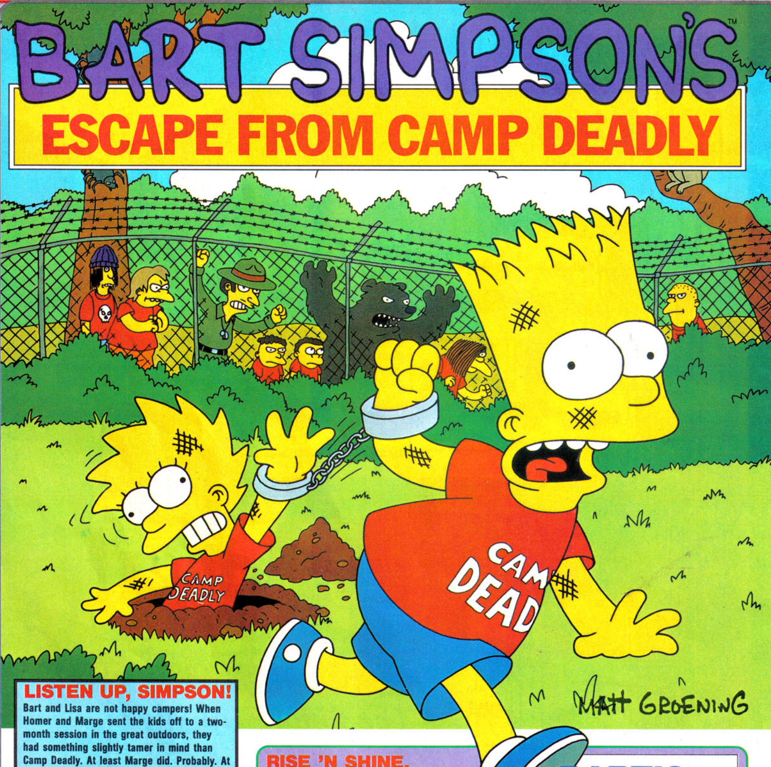


YOU CANNOT
DESTROY ME.



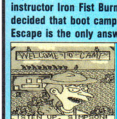
Hit the Ravens, then duck the Reaper's flying sickle and jump over it as it returns.

BART SIMPSON'S™
ESCAPE FROM CAMP DEADLY



LISTEN UP, SIMPSON!

Bart and Lisa are not happy campers! When Homer and Marge sent the kids off to a two-month session in the great outdoors, they had something slightly tamer in mind than Camp Deadly. At least Marge did. Probably. At any rate, Bart and Lisa have just met master instructor Iron Fist Burns, and they've quickly decided that boot camp is not for them. Escape is the only answer!

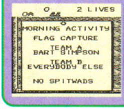


Iron Fist Burns claims that Bart and Lisa will be living and breathing Camp Deadly.... or else!

From the first staccato blast of reveille to the last mournful strains of taps, Burns promises to make Bart and Lisa's lives living nightmares. Although playing Capture the Flag, lunching at the Mess Tent, and hiking in the forest sound like typical camp activities, at Camp Deadly they're strangely twisted.

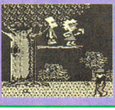
RISE 'N SHINE, CAMPERS! LET'S PLAY CAPTURE THE FLAG

Capture the Flag? "No problemo," thinks Bart. Until he sees the team rosters, that is, and finds that he's the sole member of Team A and that Team B includes Everybody Else. The "No Spitwads" rule is like an open invitation to Bart. Luckily for him, Lisa's hiding in a tree with a Boomerang that he can use to even the odds.



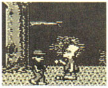
0 2 LIVES

MORNING ACTIVITY
FLAG CAPTURE
TEAM A
BART SIMPSON
TEAM B
EVERYBODY ELSE
NO SPITWADS

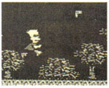


BART'S ARSENAL

Armed with Spitwads and Boomerangs, Bart thinks he's ready to take on Everybody Else.



While he waits for his Boomerang to return, Bart shoots Spitwads.



If he catches his Boomerang on its return, he can use it again.

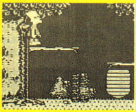
The Simpsons™ & © 1991 Twentieth Century Fox Film Corporation. All rights reserved. © 1991 Acclaim Entertainment

STAGE 1:
FUN AND GAMES

Watch out for enemies as you search for Flags. Use the Boomerang to attack enemies that flash, and pick up the Chocolate Kisses they drop. Each Kiss lets you absorb a hit without damage.

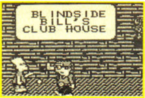
KILLER BEES!

Swarms of Bees circle the hives in a mad pattern. Wait for them to move to the lower left before you go out on a limb.

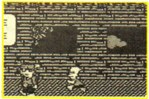


BLINDSIDE BILL

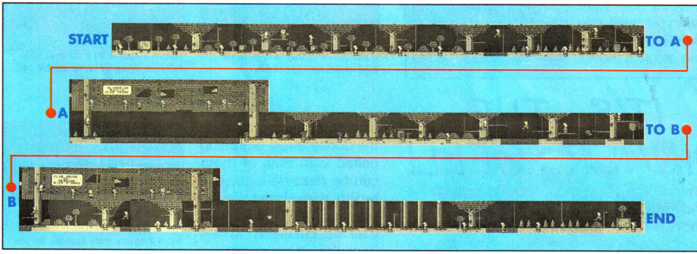
Climb up to find Bill's tree house. Jump over him, then turn and toss a Boomerang at his back.



When you're face-to-face with Bill, the Boomerang just bounces back.

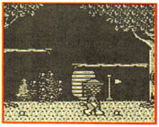


Instead, hit him from behind and pick up the Kisses he drops.



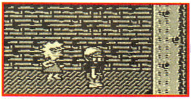
DON'T GET STUNG!

When Bart blindsides Bill, Lisa gives him a beekeeper's hat that protects him from swarms. Its power doesn't last long, though, so hustle down the tree and grab the Flag by the hive before the safety net disappears.

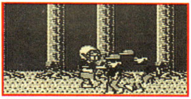


HIT RICKY ON THE REBOUND

Jump over Ricky, throw the Boomerang towards the wall on the right, then jump back and let it hit him as it returns.

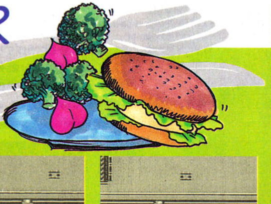


Hit Ricky with a ricochet shot, then get the Football Suit from Lisa.

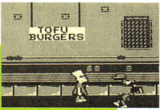


Wearing the Football Suit, you can blast through a forest of enemies.

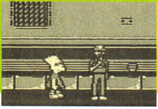
BREAK FOR LUNCH



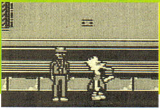
Camp Deadly's Mess Tent offers a full-meal deal that's more than even the hungriest camper can handle, but food fights are forbidden. The tofu burgers, broccoli and pomegranates on the menu can be used as weapons against enemies, but don't let the mess monitor catch you tossing your lunch. Your enemies retaliate, too—watch out for flying flatware!



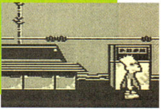
Blast your enemies with burgers, but beware of the monitor.



He'll blow the whistle on food fights and punish offenders.



If caught, you'll have to eat every burger in your arsenal!



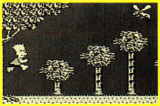
When you're done, can the leftovers for bonus points.

MORE FUN & GAMES

After lunch, it's right back to capturing flags, but while you've been pigging out, Killer Hornets have moved in and sneaky snares have been set. Keep your eyes peeled and look for signs of pitfalls ahead.

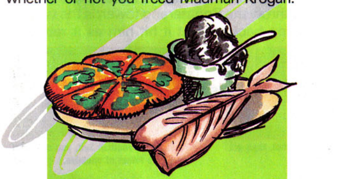
KILLER HORNETS!

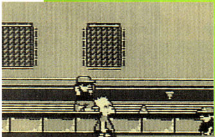
What makes them so mad? That's none of your beeswax—all you need to know is that you'd better see them before they see you! Inch slowly to the right. When you meet one, strike with the Boomerang before it moves.



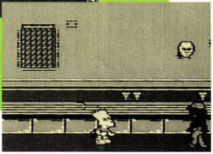
IT'S THE DINNER BELL!

Mmmmm! The dinner menu features Spinach Pizza and Fish. And if you clean up your plate, there's Anchovy Ice Cream for dessert. Twice as hard as the Lunch stage, Dinner serves up lots more enemies. Will Bart face them solo? That depends on whether or not you freed Madman Krogan.





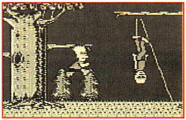
Pitch the Pizza at your foes and beware of surprise attacks.



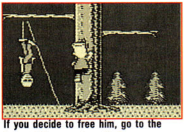
Watch for help from Madman Krogan here in the Mess Tent, too.

JASON AT CAMP DEADLY?!

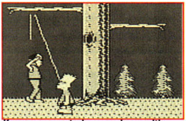
No, but another madman is behind the mask: Madman Krimmel Krogan. He's been snared, and you have to decide his fate. You can either take him out of the game with your Boomerang or set him free. Which will it be?



Trapped and helpless, Madman Krogan's fate is in your hands.



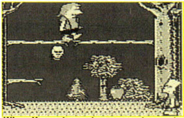
If you decide to free him, go to the base of the rope to untie it.



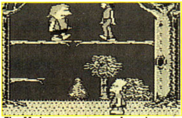
Krogan seems to be a madman with manners. When freed, he salutes you.

ONE BAD APPLE

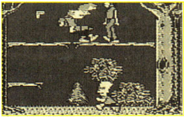
An apple a day may keep the doctor away, but being pelted with tons of them can be hazardous to your health. If you freed Krogan from his trap, he'll come to your aid, but if you did him in you're on your own.



When Krogan's mask appears, he won't be far behind—luckily for you.



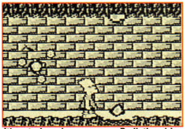
The Madman repays your favor by stepping in to corner the bad apple.



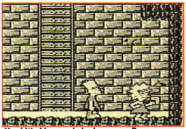
Now you'll have a clear shot at this persistent apple-chucker.

AYE CARAMBA! A NUCLEAR SEWER!

Tired of capturing flags, Bart thinks he's ready to explore the camp's sewer system. As he suspected, it's a nuclear nightmare. Radiation leaks from the pipes above in huge drops, so he'll have to time his moves carefully to avoid the fallout. Jump over the drops as they fall and watch out for pits.



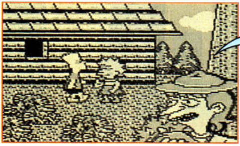
It's a truly rad sewer, man. Radiation drips through the neglected, crumbling old pipes.



Hey! It's Lisa, and she has more Boomerangs for Bart. Get them and get out of there!

LATER FOR CAMP DEADLY, MAN

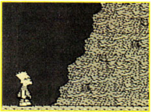
Bart and Lisa finally have some time to put their heads together during a free exercise period, and they aren't about to blow this chance to plan their escape. The camp seems airtight, but Bart's willing to bet that Mt. Milehigh has a hole in its security system. What's a little hike when your freedom is at stake? But wait! What's that in the bushes? Could it be an elusive Camp Deadlian Vulture? Or is it just an eavesdropping Iron Fist Burns? Cool it on the planning session, Bart and Lisa—it's time for action!



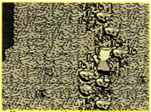
Bart: Face it, Lisa—we've been duped. This place rots, man.
Lisa: You're right, Bart. I was so looking forward to the nature walks and birdwatching tours promised in the brochure.
Bart: And what about the midnight bunk raids and all the junk food you can eat? Tofu Burgers—Yecch! We've gotta get out of here.
Lisa: I've got an idea . . . if we can scale Mt. Milehigh we'll be off camp grounds—and free!
Bart: Good plan, man. Let's go!

MT. MILEHIGH

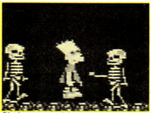
Why does Bart want to climb Mt. Milehigh? Because it's there—and because the sign tells him not to. He'll face more than the forces of nature on this hike, though. Bats, birds of prey and rock-throwing thugs add to the challenge.



No measly mountain is too tall for Bart Simpson. Let me at it!



Hmmm, maybe I should have brought some climbing rope.



Skeletons, too! Are they unsuccessful escapees from Camp Deadly?

DO NOT FEED THE BEARS

For once Bart should heed a warning! The big, bad Bears in this forest are snoozing, but not soundly. They're very light sleepers, and they're incredibly cranky when they wake from their naps. Be cool, Bart.

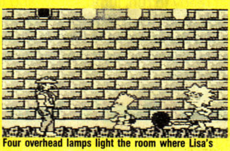
Bart had better be light on his feet as he hurdles the Bears.

Don't step on these dry old sticks! The Bears wake when they break.

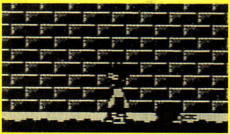
Now you've done it! The Bear didn't appreciate being Boomeranged.

RESCUE LISA!

Burns has chained Lisa in a lighted room back in the Nuclear Sewer. Get her and get out! Your only chance is to steal away in the dark, so first you'll have to break the beacons overhead. Use the boomerang to bash them.



Four overhead lamps light the room where Lisa's chained. Jump and hit them with the boomerang to knock them out.

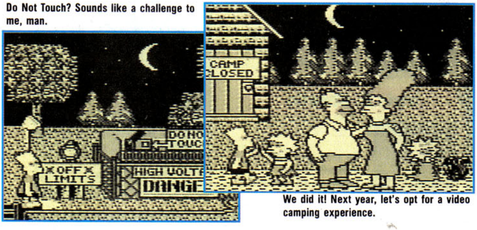


With the cover of darkness, you can rescue Lisa and high-tail it out of there. No problemo!

LIGHTS OUT FOR CAMP DEADLY

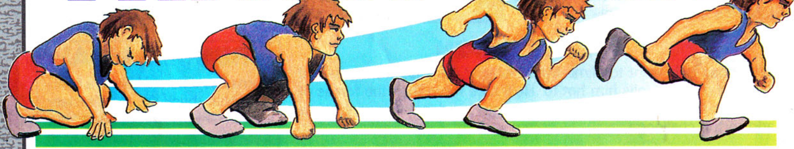
What's a Power Plant doing out in the woods? Naturally, Bart is bound to find out. "Cool, man. Look at all of those buttons! Do Not Touch? Well, here goes!" With one touch of the button, Bart pulls the plug on Camp Deadly. Can camp continue without electricity? Not this one! Deadly's done for, and lucky campers are spared Tofu Burgers and Anchovy Ice Cream, thanks to Bart and Lisa. You just have to have the Simpson touch, man.

Do Not Touch? Sounds like a challenge to me, man.



We did it! Next year, let's opt for a video camping experience.

TRACK MEET™



You're In the Blocks

Get ready to run, jump, throw and lift your way to the winner's circle in Track Meet from Interplay. You'll need good coordination to succeed (and it doesn't hurt to have incredibly fast thumbs either!). Track Meet can be played against the computer or against a friend using the Game Link cable.

Here's Your Competition

There are five different opponents waiting to challenge you. Each of your opponents has certain strong and weak points that you can use to your advantage. These guys will do some pretty wild and crazy things. Just remember not to drop your Game Boy if you start laughing too hard!

Ricky The Barbarian

He's big. He's dumb. He's slow. He's also your first opponent. The only thing you really need to look out for with Ricky is the weightlifting event.

Swammi Pastrami

Swammi Pastrami practiced for many years as a magician–a really BAD magician. Be careful! He's still got a few tricks tucked in his turban.

Kenichi Katana Ninja

Kenichi is a good all around opponent. You'll just need to have "ninja-quick" thumbs.

Irwin B. Cheetin

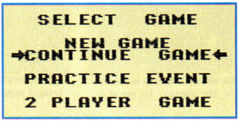
His name says it all! Irwin will stop at nothing to win. Outsmart him, if you can!

Jack Strop

Jack is nimble. Jack is quick. That's why he's the best. He doesn't appear to have any obvious weaknesses. Good luck!

© 1991 Interplay™

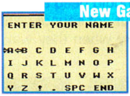
Select Game



```
SELECT   GAME
   NEW GAME
→CONTINUE   GAME←
PRACTICE  EVENT
2 PLAYER   GAME
```

This is where you pick the type of game you wish to play.

New Game

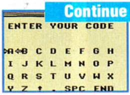


```
ENTER YOUR NAME

A B C D E F G H
I J K L M N O P
Q R S T U V W X
Y Z ↑ . SPC END
```

If you're starting a new game, this is the option for you. You will enter your name, then start the competition.

Continue Game

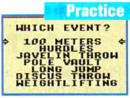


```
ENTER YOUR CODE

A B C D E F G H
I J K L M N O P
Q R S T U V W X
Y Z ↑ . SPC END
```

If you choose Continue Game, you will be asked to enter your name and password.

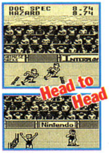
Practice Event



```
  WHICH EVENT?
→ 100 METERS ←
    HURDLES
 JAVELIN THROW
  POLE VAULT
   LONG JUMP
 DISCUS THROW
 WEIGHTLIFTING
```

If you want to practice the different events without the pressure of an opponent, choose Practice Event.

2 Player Game



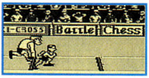
You and a friend can work your way through all seven events. Take a tip from the computer-controlled opponents and try to make your opponent laugh while you're playing. It's sneaky, but it works!

Let The Games Begin!

OK, it's competition time. You need to get yourself ready both mentally and physically. First, take a few deep breaths, close your eyes and concentrate on doing the best you possibly can. Do a few quick thumb stretches to limber up. It would be quite embarrassing to pull a muscle as you're about to win! Seven grueling events are ahead of you. Let's take a closer look.

100 METER DASH

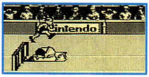
1st



The 100 Meter Dash is a simple event, but you need to be fast! As soon as you see "Go!" at the top of the screen, start pressing the A Button as fast as you can.

HURDLES

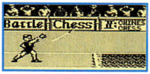
2nd



In the Hurdles event, you press the A Button to run and the B Button to jump. In order to get the best possible time, keep pumping the A Button while you are jumping over the hurdles.

JAVELIN THROW

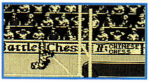
3rd



First, run using the A Button. After you pass a line on the path, press the B Button to aim the throw and hit the B Button again to let go. Experiment with different angles.

POLE VAULT

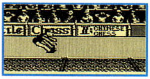
4th



Again, use the A Button to start running. Press the B Button once to plant the pole, and again to let go. You can select the height of the crossbar. Practice makes perfect.

LONG JUMP

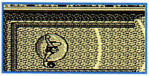
5th



Run like crazy using the A Button. Just before you get to the sand pit, press the B Button once to set your take-off point, and again to choose the angle of the jump.

DISCUS THROW

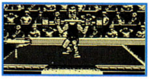
6th



Press the A Button again and again to spin. Then use the B Button to let go of the discus. Let go on your second spin for maximum power.

WEIGHTLIFTING

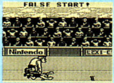
7th



This is probably the toughest event. Press the A Button as fast as you can to keep your power up. Hit the B Button three times to lift the barbell. Your timing has to be just right.

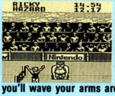
More Information

False Start



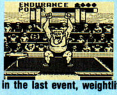
If you start too early, you will execute a beautiful face plant. Unless you have a really good plastic surgeon, you should avoid false starts at all costs!

Winning



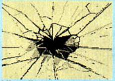
If you beat your opponent, he will show obvious signs of defeat. Meanwhile, you'll wave your arms around like a true champion!

Stay Ahead



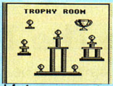
Try to stay a few hundred points ahead of your opponent. He will almost always win big in the last event, weightlifting.

Oops!!!



Don't get too crazy in the discus throw. You might break something! Like all great sports, there is always an element of risk.

Your Rewards

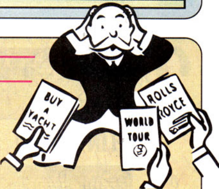


All truly great athletes should be able to display the fruits of their labor. As you defeat more opponents, your trophy room will begin to fill up.

MONOPOLY®

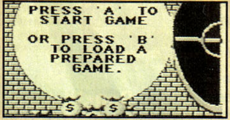
Often called the most popular board game ever, Monopoly has been around since the mid 1930's. Parker Brothers has now released Monopoly for Game Boy. The game play is almost exactly like the NES version. You can test your luck and bargaining skills against up to three other human or computer controlled players.

T. JMS LACE
PENNVA R.R.
VIRG AVE
$200
$160



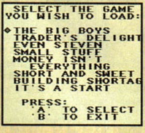
A variety of Games

A normal game can be selected or one of the eight pre-programmed scenarios can be loaded. These scenarios add new twists to Monopoly.



PRESS 'A' TO START GAME

OR PRESS 'B' TO LOAD A PREPARED GAME.



SELECT THE GAME YOU WISH TO LOAD:

◆THE BIG BOYS
TRADER'S DELIGHT
EVEN STEVEN
SMALL STUFF
MONEY ISN'T EVERYTHING
SHORT AND SWEET
BUILDING SHORTAG
IT'S A START

PRESS:
'A' TO SELECT
'B' TO EXIT

There Are 8 Different Scenarios

The Big Boys

Each player gets full blocks of property and a fair amount of money.

Trader's Delight

Get ready to barter! The first turn of this game will be full of trading action.

Even Steven

The properties are divided more or less evenly between the players.

Small Stuff

All of the properties below Free Parking are owned. Buy some houses early.

Money Isn't Everything

Players start with plenty of property, but only $300. Be thrifty with your funds!

Short And Sweet

This scenario usually is over very quickly. Each player gets some powerful, developed property.

Building Shortage

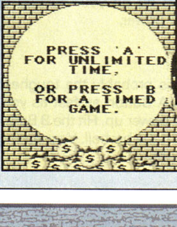
You get plenty of property, but all of the houses and hotels have been sold.

It's A Start

This scenario is just what it says it is. Not much, but it's a start!

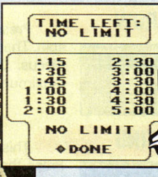
Use The Time Limit?

Monopoly games have been known to go on for hours. If you have limited time, use the Time Limit.



PRESS 'A' FOR UNLIMITED TIME,

OR PRESS 'B' FOR A TIMED GAME.



```
TIME LEFT:
 NO LIMIT

 :15      2:30
 :30      3:00
 :45      3:30
1:00      4:00
1:30      4:30
2:00      5:00

   NO LIMIT

   ◆DONE
```

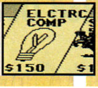
© 1991 Parker Brothers Division of Tonka Corp.

Buying Property

At the start of any Monopoly game, you generally want to buy as much property as you can. However, when your funds start to dwindle, you'll need to be more choosy about your purchases. This chart can help you be a smarter shopper.

Utilities & Railroads

The Monopoly board has four railroads and two utilities (Electric Company and Water Works). Many people avoid buying these properties because they do not appear to pay very much money when other people land on them. The thing to consider regarding these properties is how often people land on them. The railroads are, in fact, the most landed on property group.



Buying Recommendation

HIGH
MED
LOW

The far right column of the chart gives a rating of each property based on where players are most likely to land.

Monopoly Reference Chart

Property Name	Price	Rent	Cost Of House	Rent With Hotel	Mortgage Value	Buying Recommendation
Mediterranean Avenue	$ 60	$ 2	$ 50	$ 250	$ 30	LOW
Baltic Avenue	$ 60	$ 4	$ 50	$ 450	$ 30	LOW
Oriental Avenue	$100	$ 6	$ 50	$ 550	$ 50	HIGH
Vermont Avenue	$100	$ 6	$ 50	$ 550	$ 50	HIGH
Connecticut Avenue	$120	$ 8	$ 50	$ 600	$ 60	HIGH
St. Charles Place	$140	$10	$100	$ 750	$ 70	MED
States Avenue	$140	$10	$100	$ 750	$ 70	MED
Virginia Avenue	$160	$12	$100	$ 900	$ 80	MED
St. James Place	$180	$14	$100	$ 950	$ 90	HIGH
Tennessee Avenue	$180	$14	$100	$ 950	$ 90	HIGH
New York Avenue	$200	$16	$100	$1000	$100	HIGH
Kentucky Avenue	$220	$18	$150	$1050	$110	HIGH
Indiana Avenue	$220	$18	$150	$1050	$110	HIGH
Illinois Avenue	$240	$20	$150	$1100	$120	HIGH
Atlantic Avenue	$260	$22	$150	$1150	$130	MED
Ventor Avenue	$260	$22	$150	$1150	$130	MED
Marvin Gardens	$280	$24	$150	$1200	$140	MED
Pacific Avenue	$300	$26	$200	$1275	$150	LOW
North Carolina Avenue	$300	$26	$200	$1275	$150	LOW
Pennsylvania Avenue	$320	$28	$200	$1400	$160	LOW
Park Place	$350	$35	$200	$1500	$175	MED
Boardwalk	$400	$50	$200	$2000	$200	HIGH

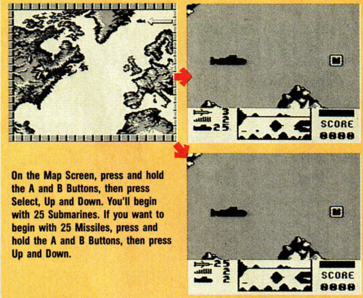
Game Boy Classified

The Hunt For Red October

From Agent #025

Extra Subs and Missiles

Our agents off the Atlantic Coast have discovered two different codes for this underwater adventure. One allows you to start your mission with 25 Submarines and the other one awards you with 25 Missiles. Start the game and wait for the map to appear. Next, for 25 Submarines, press and hold the A and B Buttons, then press the Select Button, Up on the Control Pad and Down. If you'd like to begin with 25 Missiles instead, press and hold the A and B Buttons when the map shows, then press Up and Down. Your first Submarine will start with this extra load of Missiles. If it's destroyed, though, your next Submarine will start with the usual three Missiles.



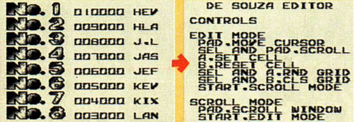
On the Map Screen, press and hold the A and B Buttons, then press Select, Up and Down. You'll begin with 25 Submarines. If you want to begin with 25 Missiles, press and hold the A and B Buttons, then press Up and Down.

R-Type

From Agent #678

Sketch Bonus

You can take a break from blasting the Bydo Empire with a drawing program that is built into your R-Type Game Pak. Watch the demonstration of the game and wait for the list of high scores to appear. Then press Left and Down on the Control Pad and the A and B Buttons all at the same time. A program called the "De Souza Editor" will appear. Press the Start Button and you'll see a cursor in the upper-left corner of an otherwise blank screen. You'll be able to move the cursor with the Control Pad and draw by pressing and holding the A Button. If you want to erase, press and hold the B Button and move the cursor across the area that you would like to wipe out.



```
No.1 010000 HEV
No.2 009000 HLA
No.3 008000 J.L
No.4 007000 JAS
No.5 006000 JEF
No.6 005000 KEV
No.7 004000 KIX
No.8 003000 LAN
```

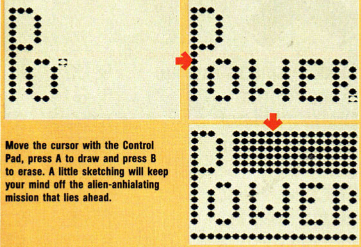
```
   DE SOUZA EDITOR

CONTROLS

EDIT MODE
 PAD.MOVE CURSOR
 SEL AND PAD.SCROLL
 A.SET CELL
 B.RESET CELL
 SEL AND A.RND GRID
 SEL AND B.CLS GRID
 START.SCROLL MODE

SCROLL MODE
 PAD.SCROLL WINDOW
 START.EDIT MODE
```

When the list of high scores appears, press Left, Down, A and B at the same time to call up the De Souza Editor.



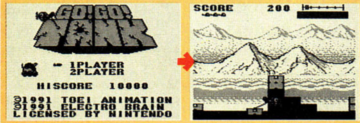
Move the cursor with the Control Pad, press A to draw and press B to erase. A little sketching will keep your mind off the alien-anhialating mission that lies ahead.

Go! Go! Tank

From Agent #464

Invincibility Code

You can soar through the skies or tear up the ground with invincibility by keying in a special code for this airplane and tank battle. On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left and Start. The game will begin and your vehicle will be unbeatable!



On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left and Start to begin with invincibility.

NOW PLAYING

Title	Company	Play Info	Power Meter G	Power Meter P	Power Meter C	Power Meter T	Game Type
Bart Simpson's Escape From Camp Deadly	Acclaim	1P	3.8	3.3	3.0	3.5	Comic Action
BrainBender	Electro Brain	1P/ Pass	2.3	2.5	2.8	2.8	Action Puzzle
Castlevania II	Konami	1P/ Pass	4.2	3.8	4.1	3.9	Castle Quest
Choplifter II	JVC	2P-A/ Pass	3.1	3.2	3.1	3.2	Military Rescue
Monopoly	Parker Bros.	4P-A	3.4	3.7	3.8	4.0	Board Game
Nick Faldo Championship Golf	Titus	1P/ Batt	2.9	2.6	3.1	3.2	Golf
Track Meet	Interplay	GL	3.1	3.5	3.1	3.0	Sports
Turrican	Accolade	1P	3.3	3.4	3.6	3.4	Futuristic Action

Game Boy Chart Key:

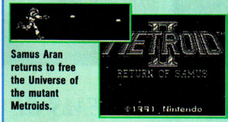
Power Meter Ratings range from 1 (poor) to 5 (excellent).

1P=One Player
GL=Game Link Two Players
4P-A=Four Players Alternating
Pass=Password
Batt=Battery

G=Graphics and Sound
P=Play Control
C=Challenge
T=Theme and Fun

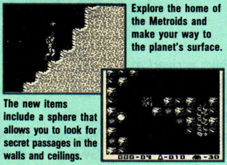
COMING SOON

Fans of the NES classic, Metroid, have been hoping for a sequel to their favorite space adventure for a long time. And now, finally, it's on its way, exclusively for Game Boy!



Samus Aran returns to free the Universe of the mutant Metroids.

In Metroid II—The Return of Samus, the famed space hunter, Samus Aran, travels to the home planet of the deadly jellyfish-like Metroids to get rid of them once and for all. As Samus, you'll explore the dark passages of the planet, learn a ton of cool new moves and, eventually, fight to the planet's surface. Along with the classic Metroid weapons like Bombs, the Ice Beam and the Screw Attack, you'll earn a new arsenal including a strange sphere that allows you to stick to walls and ceilings!



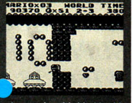
Explore the home of the Metroids and make your way to the planet's surface.

The new items include a sphere that allows you to look for secret passages in the walls and ceilings.

Watch for a feature review of this gigantic adventure in a future issue of Nintendo Power!

GAME BOY TOP 10

1. Super Mario Land

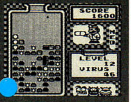


Mario hits the top again with his big, big, big Game Boy adventure. There's just no stopping him!

2. TMNT—Fall of the Foot Clan

The shelled superstars of games, comics, movies and television continue to ride high with their Foot Clan fight.

3. Dr. Mario



Vitamins help build strong bodies. They can also build up to the top of the screen in this winning puzzler. Watch out!

4. Final Fantasy Legend
5. F-1 Race
6. Tetris
7. WWF Superstars
8. Mega Man in Dr. Wily's Revenge
9. Castlevania: The Adventure
10. NBA Challenge

Game Boy Top 10 rankings are determined by the votes of the Pros at Nintendo HQ, sales at NES retailers and votes by readers of Nintendo Power. You can vote for your favorite Game Boy games by filling out your Player's Poll entry and sending it to us.

Super NES Q&A:

ANSWERS TO YOUR TOP 10 QUESTIONS

1 HOW MUCH WILL THE SUPER NES COST, AND WHAT IS INCLUDED?

The Super Nintendo Entertainment System will include the Super NES 16 bit Control Deck, a Super Mario World Game Pak, 2 Controllers, an AC power adapter, a Stereo AV Cable and RF Switch, plus manuals and warranties. Expected retail prices will be in the neighborhood of $200 for the Super NES and around $50 for Super NES Game Paks.

Nintendo
SUPER NINTENDO
ENTERTAINMENT SYSTEM

2 WHEN WILL THE SUPER NES BE AVAILABLE IN STORES?

The first Super NES units and Game Paks arrived at stores in the United States during September, but some areas of the country may not receive the Super NES until later this fall. (The Super NES won't be available in Canada until sometime in 1992. We'll keep you posted.) If you're having trouble finding a Super NES, Nintendo Consumer Service Representatives will be able to help you find stores stocking Nintendo products in your area. Give them a call at the number listed on the next page.

3 WHAT IS A 16 BIT MACHINE?

The term "16 bit" refers to the Central Processing Unit of the Super NES, which is the brain of the system. It means that the Super NES can process 16 bits of information at the same time. That makes the Super NES twice as powerful as the 8 bit NES. The increase in processing speed means that the Super NES can produce spectacular effects such as color layering that allows you to see through objects or to rotate and scale backgrounds.

4 WILL NINTENDO STILL MAKE NES GAMES?

You bet! With over 30 million NES Control Decks in use in the United States alone, licensee programmers and companies aren't about to turn their backs on the NES. The top designers in the world will continue to create hits for the NES.

THANKS KID.
THOSE BOUNTY
HUNTERS WERE
AFTER ME.
LET'S GET OUT
OF HERE.

The Flintstones were
living peacefully wit

5 CAN BOTH SYSTEMS BE CONNECTED TO ONE TV?

Yes they can. You can hook up your NES using the RF Switch and the Super NES using the Stereo AV Cables as long as your TV or VCR has AV input jacks. If you don't have AV jacks, you can use two RF Switches, one plugged into the other. The system manual fully covers connections.

6 HOW MANY GAMES WILL BE AVAILABLE FOR THE SUPER NES?

When the Super NES went on sale last month, F-Zero and Pilotwings were also in the stores. Since then, games such as Gradius III, Populous, Chessmaster and Super R-Type have been shipped out. If they're not in the stores yet, they'll be there very soon. Super Mario World comes with the Super NES set. Other games that are scheduled to come out soon include Final Fight, UN Squadron and Drakkhen. More games will be coming out every month. At last summer's CES, more than 40 titles in progress were displayed, and about 20 should be out by the holidays.

Pilotwings
SIM CITY
SUPER NINTENDO
SUPER NINTENDO

7 WHY CAN'T NES GAMES BE USED ON THE SUPER NES?

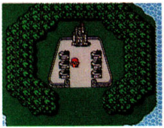
When Nintendo's designers began planning the Super NES, their goal was to make the hottest game system ever. At first, they wanted to make the new machine compatible with NES Game Paks, but they soon realized that it would be much more expensive and some of the extra features of the Super NES might have to be sacrificed. They didn't want to compromise on quality. Besides, it's a simple matter to connect both NES and Super NES to one TV.

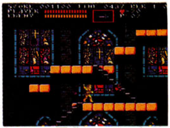
8 WHAT ACCESSORIES WILL BE AVAILABLE FOR USE WITH THE SUPER NES?

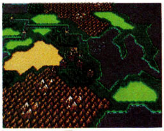
There are no plans for Super NES accessories in the near future, but further down the road, there may be many controllers and specialized products available. Always be sure to look for the Nintendo Seal of Quality to insure that an accessory is compatible with your system. Since the Super NES has an expansion port like the NES, anything is possible in the future, including network attachments, keyboards and CD ROM drives.

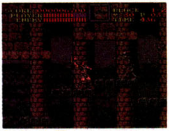
9 WILL THE SAME GAMES BE AVAILABLE FOR BOTH THE NES AND SUPER NES?

Programmers try to make use of the features of the Super NES or NES when designing games for each system, and not all games require the extra-sophistication of the Super NES. As a result, identical games probably won't be made for both systems. Instead, look for special versions of popular games such as Paperboy, The Simpsons and Castlevania.


Final Fantasy


Castlevania III


Final Fantasy II


Castlevania IV

10 HOW CAN I FIND OUT MORE ABOUT THE SUPER NES?

Keep looking in the pages of Nintendo Power. Just as Nintendo Power is the source for NES and Game Boy tips, maps and strategies, it will also be your best source for information on the Super NES and Super NES games. That doesn't mean we're going to devote the entire magazine to Super NES games. Nintendo Power will continue to provide the hottest coverage of games for the NES, Game Boy and the Super NES. Whatever your choice of systems, Nintendo Power will have it covered. You can also contact Nintendo Consumer Service for specific questions about Nintendo products.

Call:

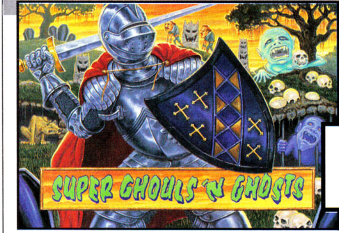
1-800-255-3700

SUPER NINTENDO® ENTERTAINMENT SYSTEM

This month we take a look at three of the hottest new titles for the Super Nintendo Entertainment System. All of these games are part of a new generation in video gaming for your home. The wild 16-bit graphics and intense stereo sound are more than superb. Super Power has arrived!

THIS MONTH'S LINEUP:

SUPER GHOULS 'N GHOSTS
HAL'S HOLE-IN-ONE GOLF
SUPER R-TYPE



SUPER GHOULS 'N GHOSTS™

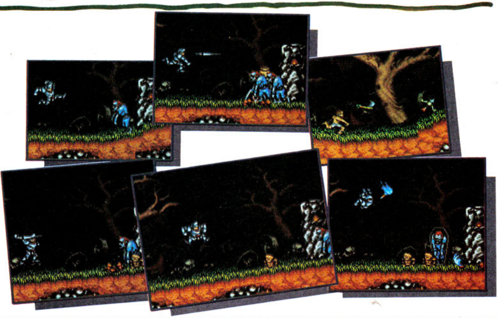
©1991 CAPCOM/©1991 CAPCOM U.S.A. Inc.

Incredible Graphics!
Awesome Sound!
Ultra-Challenging!

CAPCOM
8MEGABITS
ACTION

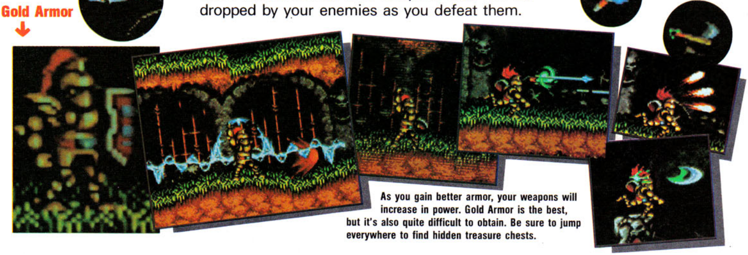
Return To A Magical World!

Remember Ghosts 'N Goblins for the NES? It was easily one of the most challenging games around. Capcom has now released an updated version, Super Ghouls 'N Ghosts, for the Super NES. You will find yourself confronted with eight brand new levels of intense game play. This is a journey into a magical world of horrific monsters and elaborate terrain.



Lots Of Armor And Weapons

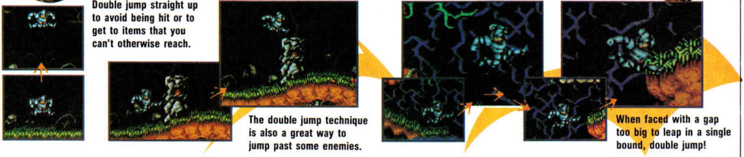
A knight just isn't a knight without a shining suit of armor. You'll collect armor and weapons that will be dropped by your enemies as you defeat them.



As you gain better armor, your weapons will increase in power. Gold Armor is the best, but it's also quite difficult to obtain. Be sure to jump everywhere to find hidden treasure chests.

Master The Double Jump

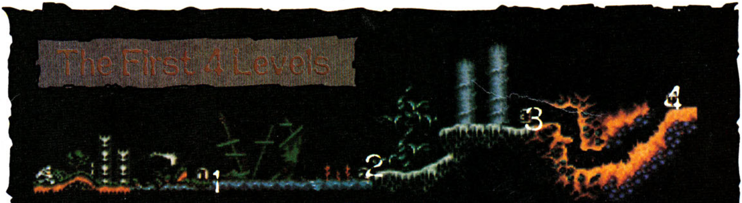
The double jump is one of the keys to success in Super Ghouls 'N Ghosts. Jump once, and while you are in the air, jump again.



Double jump straight up to avoid being hit or to get to items that you can't otherwise reach.

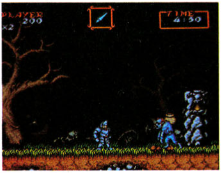
The double jump technique is also a great way to jump past some enemies.

When faced with a gap too big to leap in a single bound, double jump!



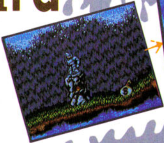
As you begin the game, the first four levels are displayed on a map. This is only the beginning. Scroll to the right to see the next four. They're even more difficult!

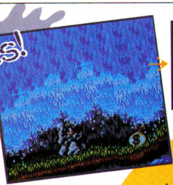
Stage 1
The Graveyard



In the graveyard, you will be treated to many gruesome sights. Zombies emerge from their caskets. Fiery snake heads track your every move. Evil towers try to drop skulls on your head. It's business as usual in the graveyard.

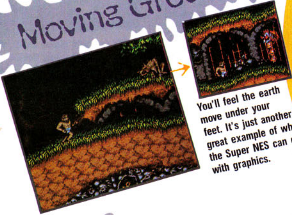
Big Waves!



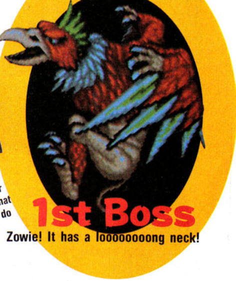


When the waves roll in, you had better find a nice solid place to stand.

Moving Ground



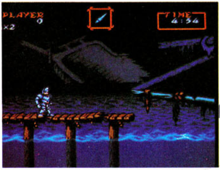
You'll feel the earth move under your feet. It's just another great example of what the Super NES can do with graphics.



1st Boss

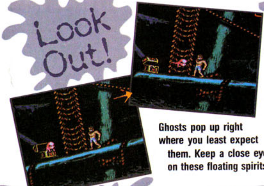
Zowie! It has a looooooooong neck!

Stage 2
Ghost Ship



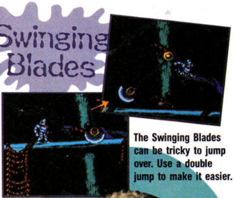
On the Ghost Ship, you'll find treasure, devious traps, and of course, lots and lots of ghosts. Check out the incredible sound! Remember that the water is cold and that you can't swim wearing a suit of armor.

Look Out!



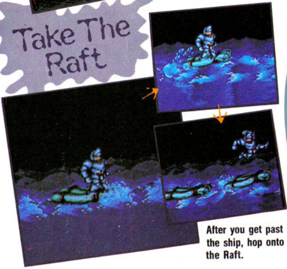
Ghosts pop up right where you least expect them. Keep a close eye on these floating spirits.

Swinging Blades

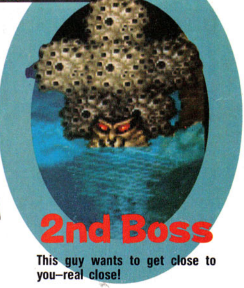


The Swinging Blades can be tricky to jump over. Use a double jump to make it easier.

Take The Raft



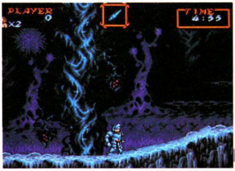
After you get past the ship, hop onto the Raft.



2nd Boss

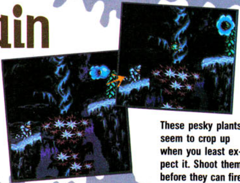
This guy wants to get close to you–real close!

Stage 3
Snow Mountain



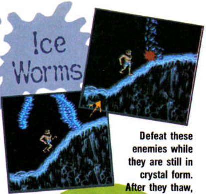
In this stage, you'll need to climb up a snow covered path. Nasty spikes stick up all over the place, so stay alert. There are a lot of enemies here also, particularly as you get near the end of the stage. Look for some helpful hidden Power-Ups!

Snow Plants



These pesky plants seem to crop up when you least expect it. Shoot them before they can fire.

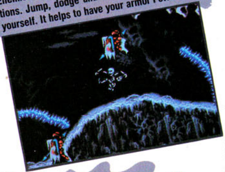
Ice Worms



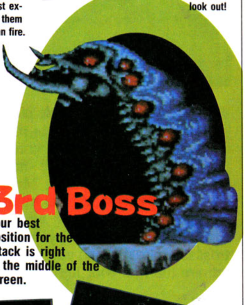
Defeat these enemies while they are still in crystal form. After they thaw, look out!

Air Attack

Enemies begin to come at you from all directions. Jump, dodge and shoot to defend yourself. It helps to have your armor Powered-Up.

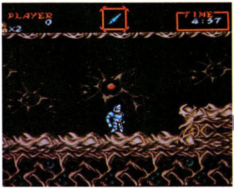


3rd Boss



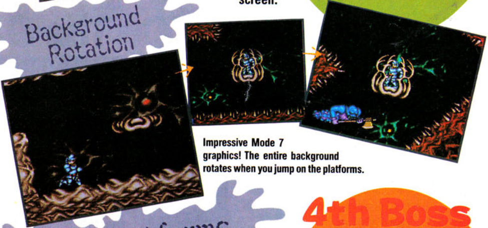
Your best position for the attack is right in the middle of the screen.

Stage 4
Big Cave



The walls are alive and they're out to get you! This stage really shows off the graphic capabilities of the Super NES. The entire screen rotates in true Super NES fashion. You may very well forget which way is up!

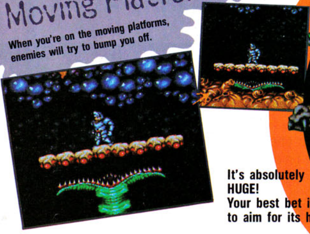
Background Rotation



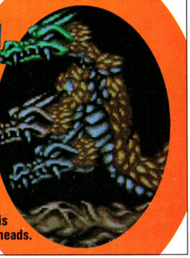
Impressive Mode 7 graphics! The entire background rotates when you jump on the platforms.

Moving Platforms

When you're on the moving platforms, enemies will try to bump you off.



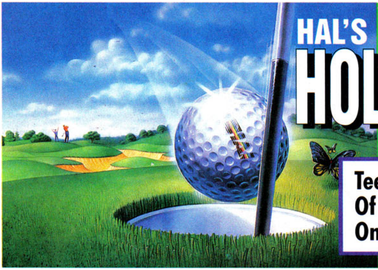
4th Boss



It's absolutely HUGE!
Your best bet is to aim for its heads.

SUPER NES SHOWCASE

THE NEXT GENERATION OF GAMING . . .



HAL'S HOLE IN ONE GOLF™

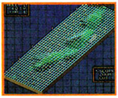
©1991 Hal America Inc.

Tee Off For 18 Holes Of Super Real Action On The Links

HAL
8 MEGABITS
SPORTS

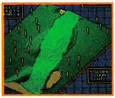
Multiple play modes and flashy graphics make Hal's new golf game challenging and fun. Practice first, then switch to Stroke, Match, Tournament or Vs. Hal mode. And if you miss TV instant replays, you'll appreciate the Memory mode, which captures your holes-in-one, albatrosses and eagles so you can play them back and admire them at your leisure.

SLOPE



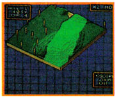
Take a closer look at the hole before you begin. Select Slope to see a grid that defines the land's contour.

ZOOM



Zoom in to magnify certain parts of the hole. Define the area you want to enlarge then press Zoom again.

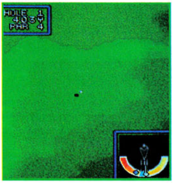
CUT

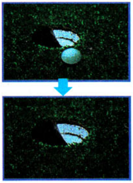


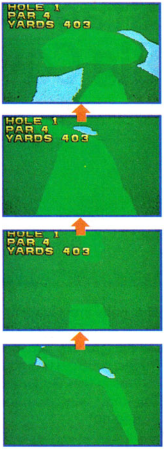
Select Cut to trim part of the hole from the viewing area and to see a cross-section of the terrain.

Show Some Grit On The Green

Putting takes a light touch and finesse, just like in real golf. Check the slope to see what contours you'll have to compensate for, then line up with the cup. Close shots get super close-ups. You might even get to see the ball drop. But if your shot is too hard, chances are that it will skip right over the cup.

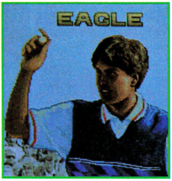


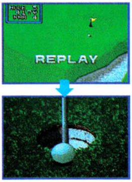


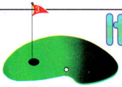


Instant Replay!

If you make an outstanding play and no one's there to witness it, don't worry—thanks to the game's Memory mode, you'll have the proof in instant replay! When you shoot a hole-in-one, an albatross or an eagle, you'll get a password. Use it in the Memory mode to relive your momentous feat over and over.



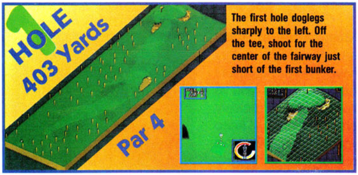




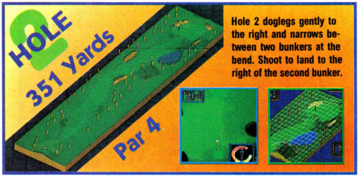
It's Tee Time
OUT HOLES

Once you've selected your clubs and fine-tuned your game in the practice mode, it's time to take to the links for 18 holes of top-flight competition.

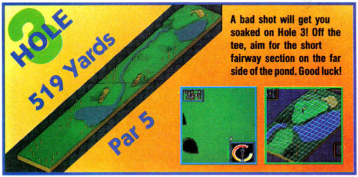
Hello, and welcome to the Hal Classic Open. Good luck!


HOLE 1
403 Yards
Par 4

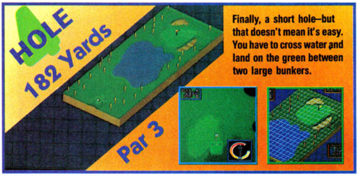
The first hole doglegs sharply to the left. Off the tee, shoot for the center of the fairway just short of the first bunker.


HOLE 2
351 Yards
Par 4

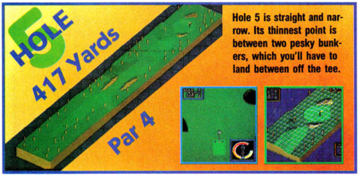
Hole 2 doglegs gently to the right and narrows between two bunkers at the bend. Shoot to land to the right of the second bunker.


HOLE 3
519 Yards
Par 5

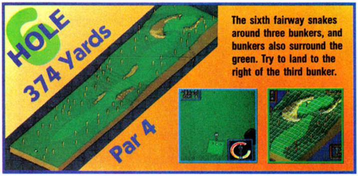
A bad shot will get you soaked on Hole 3! Off the tee, aim for the short fairway section on the far side of the pond. Good luck!


HOLE 4
182 Yards
Par 3

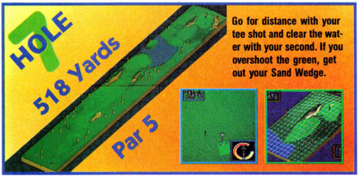
Finally, a short hole—but that doesn't mean it's easy. You have to cross water and land on the green between two large bunkers.


HOLE 5
417 Yards
Par 4

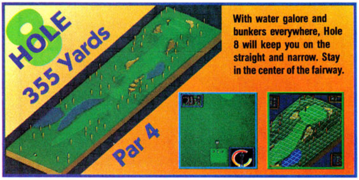
Hole 5 is straight and narrow. Its thinnest point is between two pesky bunkers, which you'll have to land between off the tee.


HOLE 6
374 Yards
Par 4

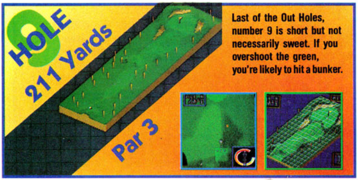
The sixth fairway snakes around three bunkers, and bunkers also surround the green. Try to land to the right of the third bunker.


HOLE 7
518 Yards
Par 5

Go for distance with your tee shot and clear the water with your second. If you overshoot the green, get out your Sand Wedge.


HOLE 8
355 Yards
Par 4

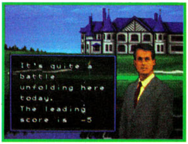
With water galore and bunkers everywhere, Hole 8 will keep you on the straight and narrow. Stay in the center of the fairway.


HOLE 9
211 Yards
Par 3

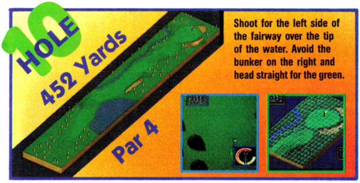
Last of the Out Holes, number 9 is short but not necessarily sweet. If you overshoot the green, you're likely to hit a bunker.

IN HOLES

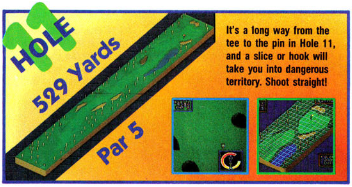
Most of the In Holes are straight, but they have more obstacles than the holes you've completed. Precisely placed shots will keep you on the fairway and out of trouble.



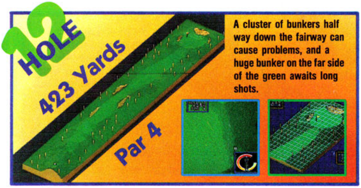
It's quite a battle unfolding here today. The leading score is -5


10
HOLE
452 Yards
Par 4

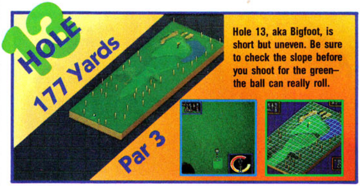
Shoot for the left side of the fairway over the tip of the water. Avoid the bunker on the right and head straight for the green.


11
HOLE
529 Yards
Par 5

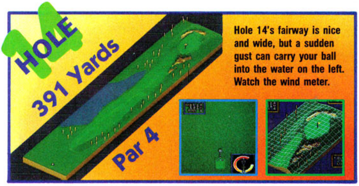
It's a long way from the tee to the pin in Hole 11, and a slice or hook will take you into dangerous territory. Shoot straight!


12
HOLE
423 Yards
Par 4

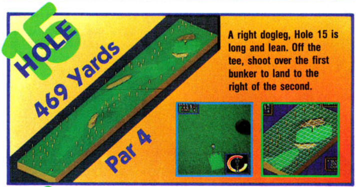
A cluster of bunkers half way down the fairway can cause problems, and a huge bunker on the far side of the green awaits long shots.


13
HOLE
177 Yards
Par 3

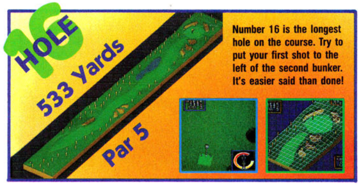
Hole 13, aka Bigfoot, is short but uneven. Be sure to check the slope before you shoot for the green—the ball can really roll.


14
HOLE
391 Yards
Par 4

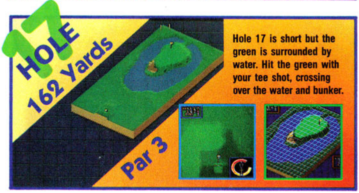
Hole 14's fairway is nice and wide, but a sudden gust can carry your ball into the water on the left. Watch the wind meter.


15
HOLE
469 Yards
Par 4

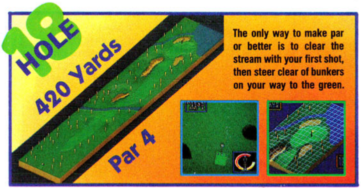
A right dogleg, Hole 15 is long and lean. Off the tee, shoot over the first bunker to land to the right of the second.


16
HOLE
533 Yards
Par 5

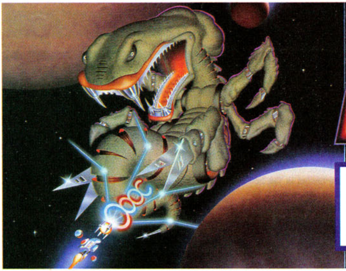
Number 16 is the longest hole on the course. Try to put your first shot to the left of the second bunker. It's easier said than done!


17
HOLE
162 Yards
Par 3

Hole 17 is short but the green is surrounded by water. Hit the green with your tee shot, crossing over the water and bunker.


18
HOLE
420 Yards
Par 4

The only way to make par or better is to clear the stream with your first shot, then steer clear of bunkers on your way to the green.



SUPER R-TYPE™

"R" YOU THE TYPE FOR SUPER SPACE ACTION AND GRAPHICS?

IREM
8 MEGABITS
SHOOTING

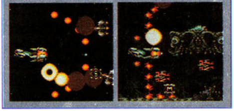
TM&© 1991 IREM

A NEW DIMENSION FOR A CLASSIC GAME

Many of you "R" familiar with the great play and theme of Irem's R-Type, having spent hours on the arcade, Game Boy and NEC versions. Many of the stages and enemies are the same in Super R-Type, but the deep space drama comes to life like you've never seen it before thanks to the awesome resolution and graphics capabilities of the Super NES. The designers at IREM made excellent use of the huge color palette for intricate details on the background screens as well as enemies. As for challenge, it's legendary!

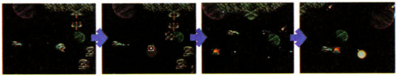
The R-9

The R-9 Star Fighter is the state-of-the-art choice of Earth pilots.



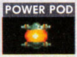
SUPER FEATURES OF THE R-9

What makes the R-9 such a special ship? For starters, it's fast and maneuverable, and with the Power Pod it is almost invulnerable. Weapon upgrades are super, too.

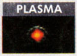


POWER POD & PLASMA

Attach a Power Pod to either the front or back of the R-9. The Pod is an almost invincible shield and a weapons platform for cannon, missiles and lasers. Plasma protects your top and bottom sides from alien attackers.

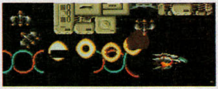


POWER POD

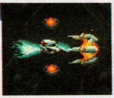


PLASMA

POD POWER



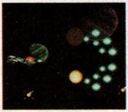
Detach the Pod and operate it separately, or shift it to the rear. Plasma acts as an extra shield.

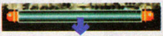


Third level Pod weaponry gives you awesome fire power. You'll need it all!

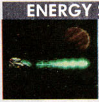
SUPER ENERGY SHOTS

Power-Up the R-9's cannon for a super, alien-melting blast of raw energy by holding the B Button until the meter at the bottom of the screen fills with both blue and orange.

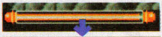




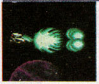
ENERGY SHOT



When the shot meter fills with blue, the Energy Shot fires straight ahead.



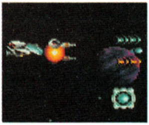
SUPER SHOT



If orange fills the shot meter, the Super Shot spreads wide like a wave.

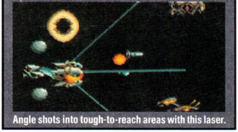
CLASSY WEAPONS WITH GALACTIC PUNCH

Weapon upgrades for the Power Pod give you the edge against Bydo Empire foes who don't know when to quit. From missiles to lasers, the enhanced weapons all have special uses. For instance, the Reflect laser is lousy in a fight against waves of attacking ships, but it's great against some of the bosses.



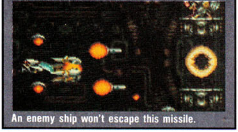
Weapons are limited in the first level, but after that, prepare to pick up a host of them.

REFLECT LASER



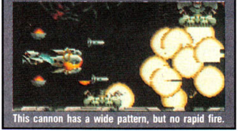
Angle shots into tough-to-reach areas with this laser.

HOMING MISSILE MK I



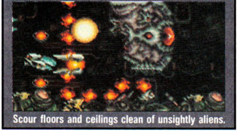
An enemy ship won't escape this missile.

SHOT GUN BOMB



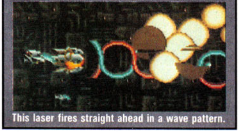
This cannon has a wide pattern, but no rapid fire.

GROUND ATTACK LASER



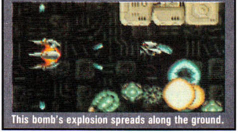
Scour floors and ceilings clean of unsightly aliens.

SKY ATTACK LASER



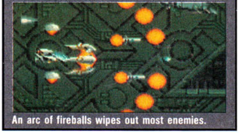
This laser fires straight ahead in a wave pattern.

SPREAD BOMB



This bomb's explosion spreads along the ground.

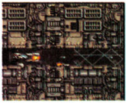
SPREAD LASER

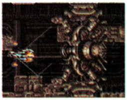


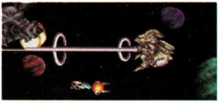
An arc of fireballs wipes out most enemies.

A SCI-FI MASTERPIECE

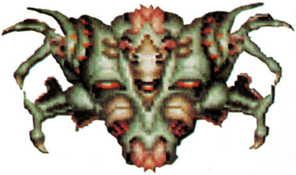
The graphics of Super R-Type are so stunning that you'll want to play just to see what comes next. It's a world composed of mechanical and biological life forms. Very eerie. How is it done? With intricate details on even the smallest objects, multiple scrolling backgrounds that give a super 3-D look, and huge, complex enemies that get your adrenaline pumping. In space, nobody dares to blink.

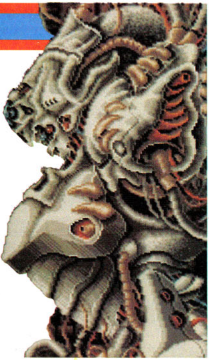






Super graphics compel you to keep going, no matter how tough the game is.





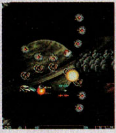
GENTLE–EARTHLINGS, START YOUR MATTER CONVERTERS

Before you launch your R-9 into the fierce fray of space combat, you'll have a choice of difficulty levels from which you can choose. At the Novice level, the action is slower and the enemies fewer. The big plus of playing at Novice level is that you get to keep special weapons when you continue a stage. Easy, Normal, Hard and Pro levels are progressively more difficult with more enemies packing greater fire power.

STAGE 1

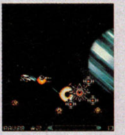
GALACTIC SPACE

Alien ships appear from behind planets and out of the vast night of galactic space. You'll have to make use of the R-9's quick controls immediately. Watch out for asteroids and the explosive mines!



Two squadrons of Bydo Empire ships circle in the middle of the screen. Learn to dodge them.

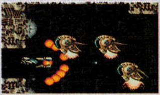
The Illuminator leaves a trail of mines. The Power Pod comes in handy when disarming them.



STAGE 2

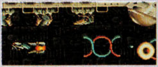
ALIEN RUINS

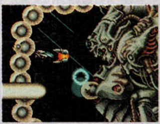
Relics of an ancient, alien civilization don't need digging up. Running on "auto", the defenses are still formidable. Crushing arms, narrow passages and swarms of enemies will test your reflexes.



These large ships pop up from the water, hover a moment, then fire cruise missiles, which are as detailed and as dangerous as the ships. You'll have time to shoot most of the ships before they launch their missiles.

When tank robots roll out of the hold of the alien ruin and attack from the roof and floor of a narrow corridor, you can pick them off with missiles. Grab the missiles just before the tanks appear.



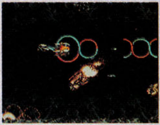


Zabtom is defended by spinning blades and powerful energy beams. Your R-9 has only a small area in which to maneuver! Beware the middle.

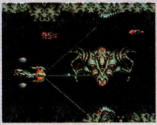
STAGE 3

THE CAVE

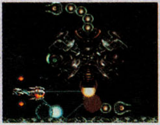
Rocket powered goldfish, swift currents and dead ends are just the start of your troubles in this level. New weapons are available, if you survive long enough to get them.



Once hit, the goldfish rocket travels in a straight line. Use missiles to do them in.



Beyond super tadpoles and jets of water that try to smash you against the rocks, you will find the Giant Crab.

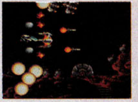


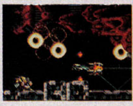
Inexsis is at the end of the cave and is protected by alien serpentoids. Boss weak spots are small but visible.

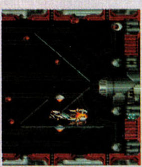
STAGE 4

BATTLESHIP MK I

Veterans of the earlier versions of R-Type for the arcade and Game Boy will recognize the Battleship enemy from level 3. Maneuver in the tight spaces around the heavily defended ship as you fight your way to the Prisoner!







Outside the ship it's no picnic, but the final foe reflects shots, making it tougher than ever.

"R" YOU READY FOR MORE?

This is just the beginning of the adventure. Seven stages await dedicated pilots, all of them as brilliantly detailed as those shown here. If a challenge is what you want, you won't be disappointed. The Bydo Empire must be stopped at all costs.

PLAYER'S PO

PAPER BOY 2

Extra! Extra!

NINTENDO GAMER WINS MOUNTAIN BIKE TRIP FOR WHOLE FAMILY!

FAMILY GETS VACATION AND KEEPS BIKES!

Local resident (Your Name Here) was recently named the lucky grand prize winner of Nintendo Power magazine's October Player's Poll Contest. The winner will collect a grand prize package that includes mountain bikes for the family and a family trip to a dream location for an exotic mountain bike adventure. "It's going to be a total blast," exclaimed....

Your family featured in your local newspaper

Your photo here

Nintendo Power's grand prize winner quickly masters mountain bike moves, conquering the toughest terrain and steepest slopes on the family's trek through the back country.

GRAND PRIZE INCLUDES:

- –FAMILY MOUNTAIN BIKE VACATION
- –MOUNTAIN BIKES AND SAFETY HELMETS FOR WINNER'S FAMILY
- –VACATION REPORT WITH WINNER'S PICTURE IN LOCAL NEWSPAPER
- –PAPER BOY 2 GAME PAK

LL CONTEST

PAPER BOY 2

Second Prize Winners
Enter Newspaper Business

Nintendo
GAME BOY
PAPERBOY
Nintendo

5 Winners

GAME BOY TEACHES PAPER BOYS THE TRICKS OF THE TRADE

Winners of October's Second Place prizes will be adding new customers to their paper routes, thanks to Nintendo Power. Their prizes include not only Paper Boy 2 game paks, but also Game Boy compact video game systems that will let them practice tossing papers while they're on the go. They'll never throw papers through plate glass windows again!

Third Prize Winners
Sport Nintendo Power Tees

NINTENDO POWER

Natty New Nintendo Power Jerseys Make The Scene

A random survey recently conducted among the big names in fashion confirmed what we have long suspected: The fashion essentials really turning heads these days are the sporty Nintendo Power jerseys awarded as Third Prizes in the monthly Player's Poll Contests. To be hip, you have to have one! Fifty winners will become hip this month.

Official Contest Rules
(No Purchase Necesssary)

To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3" x 5" piece of paper. Mail your entry to this address:

NINTENDO POWER PLAYER'S POLL
P.O. BOX 97062
Redmond, WA 98073-9762

One entry per person. Entries must be postmarked by November 1, 1991. We are not responsible for lost, stolen or misdirected mail. On or about November 15, 1991, winners will be randomly drawn from among all eligible entries and notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 1:1,350,000. Prizes are limited to one per household. Winners may not elect to substitute prizes. All prizes will be awarded. To receive a list of winners, which will be available after November 30, 1991, send your request to the address provided above.

GRAND PRIZE TRIP: Nintendo will arrange travel and accommodations for the Grand Prize winner and up to four immediate family members to a mountain biking destination in the U.S. to be determined by Nintendo. The estimated value of the travel and accommodations is $4,000. Up to five mountain bikes and safety helmets will be provided by Nintendo, one each to the winner and his or her immediate family members only. The estimated value of the mountain bikes will not exceed $400 each. The winner and immediate family members under age 18 participating in the trip must be accompanied by a parent or legal guardian. The winner and immediate family members participating in the trip must provide written release to Nintendo of America Inc. The trip will take place before October 31, 1992; its actual date is subject to final determination by Nintendo of America Inc. and to accommodation and airfare availability.

NOW PLAYING

OCT. 1991

Nintendo Power celebrates the World Series by taking a look at two new baseball games—Super Bases Loaded in Now Playing and Roger Clemens Baseball in a separate review. Then get set for hot action with Marvel's super heroes, Captain America And The Avengers and Wolverine. Pirates! and Pilotwings wrap up this month's quick peeks with adventures by sea and by air.

CAPTAIN AMERICA AND THE AVENGERS

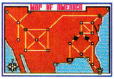
Marvel's marvelous super heroes come to life in Data East's Captain America And The Avengers. As you may guess, action is the name of the game when Captain America and Hawkeye set out to rescue their buddies. The diabolical Mandarin has captured Vision and Iron Man and is set on ruling America! The control is good and so are the graphics, both in the cinema-type scenes and during fights. There are nifty, super hero moves, too—spinning jumps and swinging from bars. Switching back and forth between Cap and Hawkeye keeps things hopping.

MARVEL COMICS
CAPTAIN AMERICA AND THE AVENGERS
▸ 1P GAME MODE
BATTLE MODE

1 P
2 P
VS
WIN 0
WIN 0
UP-DOWN--PLAYER SELECT
A--YES

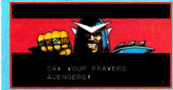
Save the U.S.A.

The avenging heroes will travel across the country to carry out their missions. You select which hero to move next, beginning in the Old South and moving north then west.

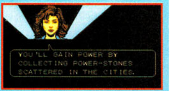


"Action"

Dramatic, animated cinema scenes introduce the game and add to the story as Captain America and Hawkeye wreak justice across the country. The artists at Marvel and Data East's programmers did a great job recreating the comic book heroes on video. Pay attention, because clues and fighting techniques are often given by Wasp between mission asignments.

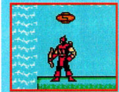


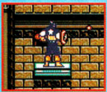
SAY YOUR PRAYERS AVENGERS!

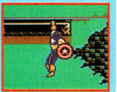


YOU'LL GAIN POWER BY COLLECTING POWER-STONES SCATTERED IN THE CITIES.

It Takes All Kinds



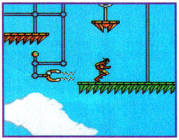




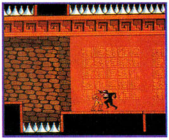
All kinds of action, that is. Running, jumping, spinning, swinging from pipes—the super heroes do it all, and then some. Each has his own special weapon. Captain America hurls his shield like a deadly frisbee while Hawkeye takes aim at bad guys with his bow and arrow.

WOLVERINE

Wolverine from LJN sends one of Marvel Comic's most popular X-Men on a solo journey through a nine stage maze. The super hero with Admantium Claws has been mysteriously taken to a strange island. It's your mission to guide Wolverine through a huge complex on the island and face-off with arch villains Magneto and Sabertooth. Your weapons are super strength, sharp Claws and acrobatic abilities. You'll jump and slash your way through the evil armies and search for the exit to each level.



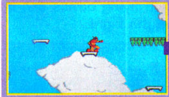
Your Admantium skeleton is pulled by the magnets. Watch out!



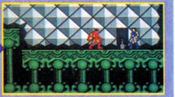
Use your powerful Claws to slash your way through Sabertooth's maze.

Search For Secrets

It takes trial and error to uncover the many secrets of the mysterious maze. Some areas are both long and deep. At times, you'll just have to jump off a platform and hope that there is another platform below. In Level Two, the Trial in the Sky, you'll find a set of two moving platforms when you jump down from a higher perch. Another platform, which is just out of reach, will move into your range if you kneel and punch in the air. There are many similar mysteries throughout.



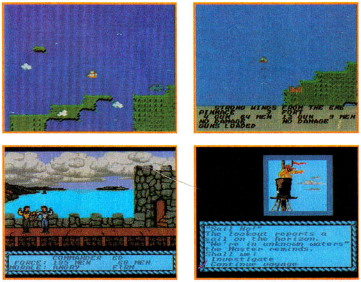
Kneel and punch in the air to make the platform on the right take you to a special door.



Psyclocke and Havoc wait in this hidden chamber to give you special healing powers.

PIRATES!

Ahoy, me'hardies! Ultra Games and the programmers at RARE Ltd. have brought the PC classic from Microprose to the NES for all you would-be swashbucklers and privateers. Now you can sail the Spanish Main as the captain of a French, English, Spanish or Dutch ship, seeking plunder by sea and land. Attack enemy vessels with the cannon, then board them and fight hand-to-hand, or sneak into a Spanish town at night and make a deal with the governor. If you fight well and keep your crew happy, you could soon command an entire fleet! The skills you need to master include Navigation, Gunnery, Fencing, Medicine, Wit, and Charm. There is also a good deal of talking to people and gathering news.



STRONG WINDS FROM THE ENE
PINNACE 3 FORT
4 GUN 64 MEN 12 GUN 9 MEN
NO DAMAGE NO DAMAGE
GUNS LOADED

COMMANDER ED
FORCE: 195 MEN 68 MEN
MORALE: ANGRY FIRM

"Sail Ho!"
The lookout reports a sail on the horizon.
"We're in unknown waters" the Master reminds.
Shall we:
Investigate
Continue voyage

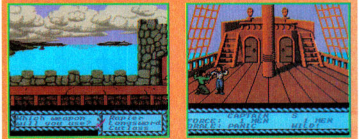
Command every aspect of pirate life, from fighting battles to sailing a ship. There are many options and views.

Booty, Booty And More Booty

Booty is the lifeblood of Pirates. You need gold to keep your men loyal, for provisioning your ships and to make deals. Sometimes the booty is gold, but it can also be trade products, extra ships, food, tobacco, or even land. From Florida to South America, dozens of ports are fat with plunder, but many are also heavily defended. It's up to you to choose targets wisely.

Swashbuckling Strategy

At the beginning of the game you'll select a special skill. Choose Fencing as it gives you the greatest versatility. During battle sequences, whether on land or at sea, close quickly and fight the enemy leader in a duel instead of using your cannons. If you are an expert swordsman, you'll stand a good chance of taking the enemy without damaging your ship or losing crewmen.



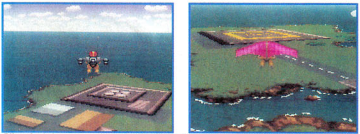
Which weapon will you use?
Rapier
Longsword
Cutlass

CAPTAIN S
FORCE: 1 MEN 1 MEN
MORALE: PANIC WILD!

You can even up your chance of seizing plunder by taking on the leader of the enemy in a duel. You'll have your choice of using a Rapier, Longsword, or Cutlass.

PILOTWINGS

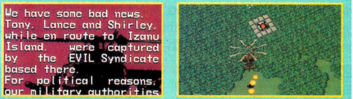
Nintendo's Super NES flight-action game combines flying challenges from parachutes to airplanes, but the most impressive part of the game is how the graphics rotate and scale to give a very real feeling of flight. The game is a series of tests. At the easiest stage, simply land a plane or parachute onto a target. Later, as your piloting skills increase, you must fly complex courses or perform other aerial acrobatics to score enough points to move onto the following stages. The password feature makes it easy for pilots to perfect their skills and move on to new challenges. Maneuvering control is also excellent, and an explanation of the controls of each flying device can be brought up on-screen before the flight.



Pilotwings boasts some of the best graphics and play control of any Super NES game and showcases the potential of the system's special features such as scaling and rotation.

Join The Club

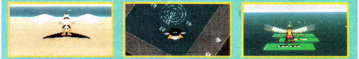
Learn to operate planes, parachutes, rocketbelts and hanggliders at the Flight Club. Master the lessons, then fly a helicopter on a rescue mission. Expert Level courses include tricky winds and night flying.



We have some bad news.
Tony, Lance and Shirley,
while en route to Izanu
Island, were captured
by the EVIL Syndicate
based there.
For political reasons,
our military authorities

All this flyin' and a story too! Big Al has a problem. The Flight Club instructors have been snatched by EVIL, and you are the only ace around.

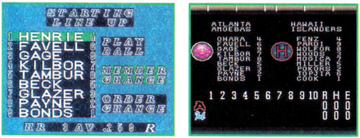
Bonus Stages



There are three different types of bonus stages in Pilotwings. Two of the bonus stages involve a birdman—a man with flappable wings. In the first "birdman" stage you'll bounce on trampolines and flap your way toward a target. The second "birdman" flaps wildly by pushing the A button and tries to stay aloft as long as possible. The third bonus stage is Penguin Diving. How do you get a bonus? Try landing on the moving targets during the regular stages.

SUPER BASES LOADED

Playing the perfect baseball game is the idea behind Jaleco's Super Bases Loaded. You'll have to excell at all aspects of the game and avoid making costly errors or your ranking will suffer. It won't be easy, though. First you'll have to master the controls and come to grips with the perspective, which is always from the outfield looking in, even when you are at bat. Once you have the hang of the basics, you can create your own customized players and teams to take out to the ballpark. How about creating a designated hitter who bats .500, or create an entire team of super sluggers? There are other options, too. You can play the computer or a friend or simply watch the computer play itself. There's also a Designated Hitter option for added authenticity.



STARTING LINE UP

1	HENRIE	4
2	FAVELL	6
3	GAGE	9
4	KILBOR	7
5	TAMBUR	8
6	BECK	5
7	GLAZER	3
8	PAYNE	2
9	BONDS	1

PLAY BALL
MEMBER CHANGE
ORDER CHANGE
HR 3 AV .259 R

ATLANTA AMOEBAS		HAWAII ISLANDERS	
OHARA	4	FENZ	4
FAVELL	6	PARDI	9
GAGE	9	WOLFOR	8
KILBOR	7	WOODS	3
TAMBUR	8	MOGICA	7
BECK	5	MILLER	5
GLAZER	3	POKORS	2
PAYNE	2	TOPJIA	6
BONDS	1	COOK	1

1	2	3	4	5	6	7	8	9	10	R	H	E
										0	0	0
										0	0	0

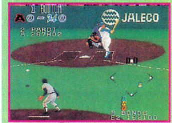
Creating a team that is a contender starts before you take the field. By checking the stats of all players and pitchers, you can put together an excellent lineup. A good team can give you a definite advantage. You can even create super players with out-of-this-world stats!

A Major League Challenge

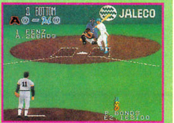
The fictional teams are from all over the U.S.A. As your ranking improves, you'll face tougher competition in the next game. The ultimate goal is to defeat a Level 5 team and play the perfect, error-free game, but it takes a lot of practice to get there.

Defense Is The Key

Play the ball according to whether it's in the infield or on its way to Siberia. Ignore the inset diamond on short pops and line drives. Since the dot that represents the ball moves more slowly than the actual ball on the field, look at the field and move the player closest to the ball. If the ball is knocked deep into the outfield, use the inset diamond to watch the ball until the outfielder runs into view.



Watch the ball when it's in the infield and run to make the play. Watch the ball in the inset.



Judge the position of the ball by its shadow on the field and position yourself for the catch.

This issue features the first Super NES chart of recent releases. We may be early in listing Actraiser, Castlevania IV and Super Ghouls 'N Ghosts but we want to make sure that you're caught up with all of the titles that have been mentioned in previous issues. While all Super NES titles feature great graphics and in-depth game play, there just isn't enough space to go into detail about every release.

SimCity, which is also a popular personal computer game, puts you in charge of your own thriving metropolis. The Super NES adaptation is loaded with new great features. Populous is also a personal computer adaptation. This involving simulation allows you to oversee an entire world and compete with a computer-controlled force. The spaceship shoot-'em-up sequel Gradius III really takes advantage of the Super NES's abilities to present gigantic characters and tons of moving objects. And the arcade hit Final Fight is a fantastic first street fighting game for this new game system.

You can find more about Super Mario World, F-Zero, Pilotwings, Super Bases Loaded, Hal's Hole In One Golf and Super R-Type elsewhere in this issue.

YOUR GUIDE TO THE LATEST NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
Bases Loaded 3	Jaleco	2P-S	2.9	2.7	2.4	2.4	Baseball
Pirates!	Ultra	1P	2.6	2.5	3.5	3.8	Role Playing Adventure
Godzilla 2	Toho	1P	2.9	2.8	3.1	3.2	Role Playing
Cowboy Kid	Romstar	1P	2.9	2.9	2.7	2.8	Cowboy Action
Roger Clemens MVP Baseball	LJN	2P-S/Pass	3.0	3.1	3.3	3.4	Baseball
Wolverine	LJN	2P-A	3.3	3.1	2.9	3.2	Comic Book Action

AND SUPER NES RELEASES

TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
Actraiser	Enix	1P/Batt	4.5	3.2	4.1	4.0	Sword Wielding Adventure
Castlevania IV	Konami	1P	4.3	3.7	4.1	4.0	Castle Quest
F-Zero	Nintendo	1P/Batt	4.3	4.3	4.3	4.0	Futuristic Racing
Final Fight	Capcom	1P	3.7	4.1	3.8	3.5	Street Fighting
Gradius III	Konami	1P	3.8	3.9	3.7	3.6	Space Action
Hal's Hole In One Golf	Hal	2P-A	4.0	3.7	4.0	3.8	Golf
Pilotwings	Nintendo	1P/Pass	3.9	3.9	3.6	3.8	Flight Simulator
Populous	Acclaim	1P	3.7	3.0	3.9	4.0	Simulation
SimCity	Nintendo	1P/Batt	3.7	3.6	4.2	4.6	Simulation
Super Bases Loaded	Jaleco	2P-S	2.9	2.8	3.1	3.0	Baseball
Super Ghouls 'N Ghosts	Capcom	1P	4.3	4.0	4.3	4.0	Ghost Fighting Action
Super Mario World	Nintendo	2P-A/Batt	4.7	4.6	4.4	4.5	Comic Adventure
Super R-Type	Irem	1P	3.8	4.1	3.5	3.5	Space Action

LISTING KEY

You can get the most out of our game listing by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

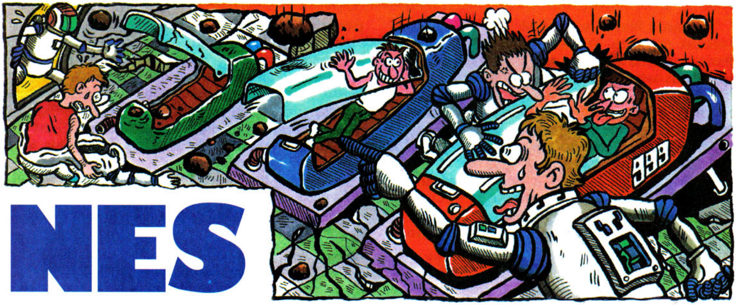
Games can be played with as many as four players at the same time. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYER SIMULTANEOUS
2P-A = TWO PLAYER ALTERNATING
PASS = PASSWORD
BATT = BATTERY

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories:

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN



NES ACHIEVERS

Are you a high-score hero? Can you beat the scores listed? Take the challenge and show off a little bit! Send us a record of your most amazing video accomplishments, then watch future issues to see how you stack up against other achievers.

BATTLE TANK

John Brady	Fort Worth, TX	250,880

CASTLEVANIA III-DRACULA'S CURSE

Shaun Gehris	Maplewood, MO	Finished
Dave Penskover	Rice Lake, WI	Finished
Larry & Jennifer Guszkowski	Rochester, NY	Finished
Chris Marlin	Saint Joseph, MO	Finished
Chance Davis	Fort Towson, OK	Finished
Chad Oakland	West Union, IA	Finished

CONQUEST OF THE CRYSTAL PALACE

Paul LaPointe	Crystal Falls, MI	Finished
Curt Schulz	Stratham, NH	Finished

DESTINATION : EARTHSTAR

Dan Hoppe	Saint Paul, MN	308,350

DOUBLE DRAGON III

Colin & Patrick Larose	Baton Rouge, LA	Finished
Wilsor Lau	Tinton Falls, NJ	Finished
Galen Hooks & Matt Lindsey	Murphysboro, IL	Finished
Donny Davis	Houston, TX	Finished
Justin Burnham	Ashburn, VA	Finished
Matt Parisella	Hemlock, NY	Finished
Saqeb Beg	Harper Woods, MI	Finished
Corey & Cedric Dobbs	Lithonia, GA	Finished
Alexander Theriault	Saint-Elie d'Orford, PQ	Finished

DRAGON WARRIOR II

Paul O'Brien	North Palm Beach, FL	Finished
Walter Means	Taylors, SC	Finished
David Belman	Waukesha, WI	Finished
Patricia McQuade	Brooklyn, NY	Finished
Andrew Kidd	Vienna, VA	Finished
Brian Hurguy	Glendora, CA	Finished
Jason Lombard	Dana Point, CA	Finished
Eddie Broco	Jacksonville, FL	Finished

DR. MARIO

Diane Barrio	Miami, FL	524,400
Cheryl Kennard	Brownsburg, IN	501,900
Jeff Schwitz	West Bend, WI	481,100
Emily Smith	Upper Darby, PA	459,000
Travis Nelson	Oscoda, MI	443,400
Bonnie Tefft	Menomonee Falls, WI	415,200
Joan Daudistel	Milwaukee, OR	402,900
Flo Burnside	Penryn, CA	361,500
Cheryl Houghton	West Chester, PA	347,400

INDIANA JONES AND THE LAST CRUSADE

Jonathan Johnson	Morganton, NC	Finished

KABUKI QUANTUM FIGHTER

Matt Jandecka	North Olmstead, OH	Finished

MEGA MAN III

Ben Telle	Muscatine, IA	Finished

METALSTORM

Dave Ehrhart	Salinas, KS	Finished
Jim Rohrer	Grinnell, IA	Finished
Frank Costanzo	Addison, IL	Finished
Benny Morton	Charleston, WV	Finished

MONOPOLY

Sean Hammond	Haverhill, NH	999,999

NARC

Kyle Foster	Silver Valley, AB	3,311,550
Amelia Yuriuika	Leominster, MA	2,556,000
Jonathan Aker	Lynbrook, NY	2,502,050
Jason Pednault	San Antonio, TX	2,460,550
Jeff Moodie	Manotick, ON	2,213,050
Charles Queen	Milwaukee, WI	1,815,000
Bruce Geiger	Wichita Falls, WI	1,160,500
Ryan Hensley	Evanston, WY	1,070,850

PINBOT

Chris Larson	Anoka, MN	82,232,430
Paul McCusty	Bryan, OH	58,825,900
Robert Maurer	Jackson Center, OH	52,943,700

PIPE DREAM

Cathy Imboden	Colorado Springs, CO	3,119,700
Mike Duvall	Fredericksburg, VA	2,090,950

POWER BLADE

Lucas Brooks & Robert Hall	Santa Cruz, CA	Finished
Matt Suddarth	Grover City, CA	Finished
Ty Shallanberger	Arroyo Grande, CA	Finished
Patrick Brusio	Forest Hill, MD	Finished
Steven Todoric	Harrison City, PA	Finished
John Mallamas	Orlando, FL	Finished
Jared Zochert	Saint Peter, MN	Finished
Matt Klara	Rome, NY	Finished
Andre Lawrence	Miami, FL	Finished
Eric Shiller	Fremont, CA	Finished

PRINCESS TOMATO IN THE SALAD KINGDOM

Kim Brown	Prairie City, IA	Finished

REVENGE OF THE 'GATOR (GAME BOY)

Jim Doherty	Roanoke, IN	1,020,940

THE SIMPSONS: BART VS. THE SPACE MUTANTS

Peter Scarlata	Commack, NY	Finished
Christopher Gee	Anaheim, CA	Finished
Matthew Davidson	Baltimore, MD	Finished
Jason Rosenstiel	Coon Rapids, MN	Finished
Johnny Allen	Cartersville, GA	Finished
Tom Austin	Mount Clemens, MI	Finished

SNAKE RATTLE 'N ROLL

Michael Panka	Canby, MN	763,550
Matt Wallace	Tacoma, WA	760,850

STARTROPICS

Valerie Rhein	Moreland Hills, OH	Finished
Byron Hubert	Tonawanda, NY	Finished
Mike Westerman & Rick Houck	Kingsland, GA	Finished
Hans Stampfli	Marysville, WA	Finished
Andy Roark	Sandy, UT	Finished
Lance Licciardi	Houston, TX	Finished
Ken O'Connor	Whitman, MA	Finished
Michael Scimmi & Bill Gilmore	Greensburg, PA	Finished
Martin Coster & Alan Gust	Evergreen, CO	Finished
Ryan Rowan	Hartsville, SC	Finished
Guy Dube	Matane, PQ	Finished
Jeff Fussell	Wilson, NC	Finished

TETRIS

Alexander Mermelstein	New York, NY	861,972
Kevin Jones	Oak Hill, OH	437,770
David Colocho	Glendale, CA	232,992
Mark Williams	Beloit, KS	200,350

TETRIS (GAME BOY)

Dale Christensen	San Bernardino, CA	336,869
David Struck	Merrick, NY	314,509
David Williams	Menlo Park, CA	106,153
Margaret Williams	Menlo Park, CA	103,656

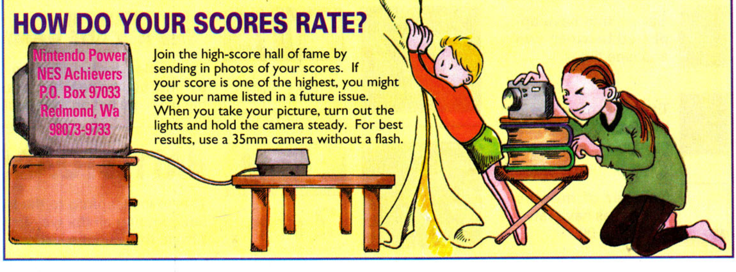
TMNT II: THE ARCADE GAME

Joshua Ensley & Ram Hatley	Stillwater, OK	Finished
Alex & Andrea Young	Beaver Falls, PA	Finished
Billy Kirth Jr.	Cape Coral, FL	Finished
Eric Hayes & Michael Ellis	Shelby, NC	Finished
Mike Wanger & Pat Binder	Broomall, PA	Finished
Scott & Brian Segner	Fridley, MN	Finished
Justin Reiser	Middle Island, NY	Finished
Steve Corbin & Jerry Nash	Bloomfield, IN	Finished
Ron & Dan Kenigsberg	Lake Success, NY	Finished
Noel Morsch	Dayton, MN	Finished
Darren Way & Toby George	Goodland, KS	Finished
Scott Hetherington	Chamblee, GA	Finished

TOTALLY RAD

Greg Dwings	Brent, AL	Finished
Keith Roach	Lesage, WV	Finished

HOW DO YOUR SCORES RATE?



Nintendo Power
NES Achievers
P.O. Box 97033
Redmond, Wa
98073-9733

Join the high-score hall of fame by sending in photos of your scores. If your score is one of the highest, you might see your name listed in a future issue. When you take your picture, turn out the lights and hold the camera steady. For best results, use a 35mm camera without a flash.

NINTENDO POWER

Volume 29 October 1991

TOP·30

The Battletoads break into the top ten this month, shaking up the order and putting the heat on long-time leaders. The 'toads prove that Zitz, Pimple and Rash aren't just dreaded skin problems.

Use this color-coded key to check on your favorite games.

- 🟥 Newcomers appearing for the first time this month.
- 🟩 Games that have appeared between two and nine times.
- 🟦 Titles that have made the Top 30 ten times or more.
- MONTHS Number of months the games have rated in the Top 30.

1 8,726 POINTS
24 MONTHS

SUPER MARIO BROS. 3

Once more, the pair of plumbers place first, stomping the competition like so many koopas.

2 6,255 POINTS
11 MONTHS

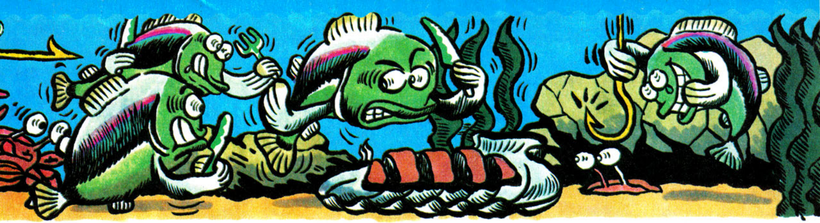
TMNT II: THE ARCADE GAME

The turtles are hanging on in second, but the new heroes on the block are hot on their heels.

3 6,008 POINTS
2 MONTHS

BATTLETOADS

The 'toads leapfrog to the top ten, jumping all the way from 11th to threaten the leaders.

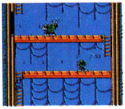


4 5,776 POINTS

14 MONTHS

FINAL FANTASY

Stout-hearted adventurers continue to explore the mystical domain of Final Fantasy.



5 5,753 POINTS

11 MONTHS

MEGA MAN III

The mega-hero and his mechanical mutt are big hits with fans of action games.

6 5,190 POINTS

6 MONTHS

THE SIMPSONS: BART VS. THE SPACE MUTANTS

The Space Mutants don't know what they're in for! Bart plans to send them packing.

7 4,261 POINTS

10 MONTHS

DRAGON WARRIOR II

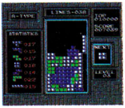
RPG fans continue to discover the secrets of Erdrick's legend in Alefgard.

8 4,091 POINTS

12 MONTHS

CRYSTALIS

With its enduring challenge and high adventure, Crystalis stays in the running.



9 3,301 POINTS

20 MONTHS

TETRIS

Planning increasingly complex strategies adds to the interest level of this puzzler.

10 2,839 POINTS

4 MONTHS

BASES LOADED II

Players find that this new baseball game pitches grand slam fun. Play ball!

11	2,475 POINTS	DR. MARIO
12	2,440 POINTS	STAR TROPICS
13	2,307 POINTS	SUPER MARIO BROS. 2
14	1,995 POINTS	DESTINY OF AN EMPEROR
15	1,986 POINTS	DRAGON WARRIOR
16	1,977 POINTS	DOUBLE DRAGON III
17	1,811 POINTS	CASTLEVANIA III—DRACULA'S CURSE
18	1,674 POINTS	MEGA MAN II
19	1,511 POINTS	LITTLE NEMO THE DREAM MASTER
20	1,490 POINTS	DOUBLE DRAGON II
21	1,457 POINTS	ZELDA II THE ADVENTURE OF LINK
22	1,426 POINTS	ULTIMA: QUEST OF THE AVATAR
23	1,240 POINTS	TECMO BOWL
24	1,234 POINTS	SUPER C
25	1,206 POINTS	ULTIMA: EXODUS
26	1,197 POINTS	THE UNINVITED
27	1,187 POINTS	FARIA
28	1,169 POINTS	BASE WARS
29	1,077 POINTS	WIZARDRY
30	1,076 POINTS	KINGS OF THE BEACH

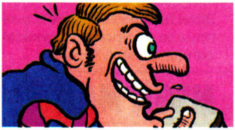
Players' Picks

GAME	PTS.
1. Super Mario Bros. 3	4,622
2. TMNT II: The Arcade Game	3,440
3. Mega Man III	3,312
4. Final Fantasy	2,365
5. Dragon Warrior	1,986
6. Dragon Warrior II	1,457
7. Battletoads	1,368
8. Mega Man II	1,335
9. The Simpsons: Bart vs. the Space Mutants	1,331
10. The Legend of Zelda	1,314
11. Castlevania III—Dracula's Curse	1,303
12. Zelda II—The Adventure of Link	1,088
13. Double Dragon III	1,086
14. Tetris	891
15. StarTropics	785
16. Super Mario Bros. 2	705
17. Double Dragon II	672
18. Ninja Gaiden II	666
19. Dr. Mario	594
20. Mega Man	587
21. Super C	573
22. Dragon Warrior III	571
23. Crystalis	570
24. Bases Loaded II	536
25. NES Play Action Football	488
26. Ninja Gaiden	478
27. Little Nemo the Dream Master	476
28. Batman	470
29. G.I. Joe	469
30. Disney's Duck Tales	446

WHAT'S POPULAR WITH PLAYERS?

Players polled pick favorites that reflect their diverse tastes, ranging from action to role-playing games.

Pros' Picks



GAME	PTS.
1. Crystalis	3,521
2. Final Fantasy	3,411
3. Battletoads	3,122
4. Dragon Warrior II	2,134
5. Destiny of an Emperor	1,995
6. StarTropics	1,655
7. Mega Man III	1,516
8. Ultima: Quest of the Avatar	1,426
9. Ultima: Exodus	1,206
10. Uninvited	1,197
11. Faria	1,187
12. Super Mario Bros. 3	1,087
13. Wizardry	1,077
14. Immortal	1,067
15. The Legend of Zelda	1,037
16. Maniac Mansion	887
17. Bandit Kings of Ancient China	798
18. The Simpsons: Bart vs. the Space Mutants	788
19. NES Play Action Football	578
20. Nobunaga's Ambition II	568
21. Baseball Stars	558
22. Shadowgate	538
23. Castlevania III—Dracula's Curse	508
24. Solstice	498
25. Battle of Olympus	478
26. Nobunaga's Ambition	408
27. Zelda II—The Adventure of Link	369
28. Mega Man II	339
29. Adventures of Lolo II	299
30. Dungeon Magic	289

BATTLETOADS HIT BIG WITH THE PROS

As a group the pros usually prefer RPGs, but action-packed Battletoads has captured an avid audience.

Dealers' Picks

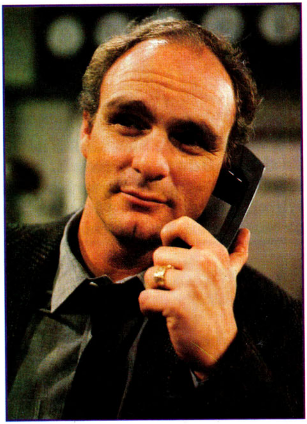
GAME	PTS.
1. The Simpsons: Bart vs. the Space Mutants	3,071
2. Super Mario Bros. 3	3,017
3. TMNT II: The Arcade Game	2,815
4. Tetris	2,410
5. Bases Loaded II	2,303
6. Dr. Mario	1,881
7. Super Mario Bros. 2	1,602
8. Battletoads	1,518
9. Tecmo Bowl	1,240
10. Base Wars	1,169
11. Kings of the Beach	1,076
12. Little Nemo the Dream Master	1,035
13. Mega Man III	925
14. The Rocketeer	907
15. Double Dragon III	891
16. Double Dragon II	818
17. WWF Wrestlemania Challenge	802
18. Baseball Simulator 1.000	753
19. Teenage Mutant Ninja Turtles	724
20. Wheel of Fortune	688
21. Paper Boy	676
22. Dragon Warrior II	670
23. Family Feud	662
24. Super C	661
25. Bill Elliott's NASCAR Challenge	632
26. Disney's Rescue Rangers	630
27. Top Gun II	610
28. Batman	605
29. Disney's Duck Tales	597
30. Arch Rivals	594

TRIED AND TRUE FAVORITES TOP THE DEALERS' LIST

Familiar names are still tops with the dealers, but they've also discovered some of the latest—and hottest—titles.

CELEBRITY PROFILE

JOE REGALBUTO



"Playing Nintendo video games is like investigating a hot news story—you've got to be a daredevil and a risk taker," says Joe Regalbuto. Joe should know. He portrays Frank Fontana, who is Murphy Brown's closest friend and the investigative reporter who will "do anything to get the story" on the hit television series "Murphy Brown."

"Murphy Brown," now in its third season on CBS, also stars Candice Bergen as Murphy. The show recounts the behind-the-scene antics at the informational program called "FYI." "I love my job," says Regalbuto. "We have a great time on the set and the audience picks up on it, which is part of what makes the show so popular." The cast has a lot of fun together off the set, too. Last winter, a group including Regalbuto and co-stars Candice Bergen and Faith Ford, who plays Corky Sherwood, went skiing in Park City, Utah, taking with them a trusty Game Boy to keep themselves amused on the ski lifts. "Playing Game Boy really keeps your mind off the cold," recalls Regalbuto.

FYI ASSIGNMENTS
REPORTER
LOCATION
FONTANA
BROWN
BARCELONA
DHAHRAN, SA
SHERWOOD
FONTANA
ALL

While on the slopes, Regalbuto was reminded that being a celebrity can have its drawbacks. "Generally speaking, the positive response I get from fans is very rewarding, but sometimes I'd rather go unnoticed. There I was, going berserk down the mountain, falling head over heels, and someone shouts 'Hey, Frank!' from the lift above. It can be kind of embarrassing."

Regalbuto does most of his Nintendo video game playing with his kids, 13-year-old Nicolas, 11-year-old Michael, and 6-year-old Gina. "We like to play Baseball or Bases Loaded. My kids are so good, I have to twist their arms to get them to play against me!" jokes Regalbuto. "Sometimes they hold back and almost let me win, but they don't quite go that far. I really get a thrill out of playing the sports I loved as a boy on Nintendo video games," he added.

Regalbuto caught the acting bug early and after high school studied his craft at the American Academy of Dramatic Arts in New York City for two years.

Regalbuto's many television credits include guest appearances on "The Golden Girls," "Night Court," "Amazing Stories" and "St. Elsewhere."

His film credits include "Six Weeks," "The Sicilian," "Missing" and "Star Chamber." Regalbuto also has many theatre credits.

When he's not performing, Regalbuto loves to play Nintendo video games, travel, cook Italian meals and play the saxophone—but not all at once, of course. And when he's facing the challenge of trying to beat his kids at video games he takes a tip from his "Murphy Brown" character and remembers that "sometimes you have to do anything to.... save the princess!"

PAK WATCH

NINTENDO
POWER

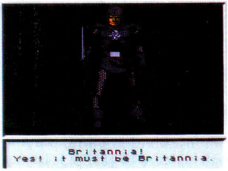
A LOOK INTO THE FUTURE OF NES AND SUPER NES GAME PAKS!!

As the holidays approach, lots of companies are getting ready to release hot new games for all three Nintendo systems. We can't cover all the titles in Pak Watch, but we'd like to give you an idea of what you might see in the stores, or maybe in your stocking.

Just Around The Corner

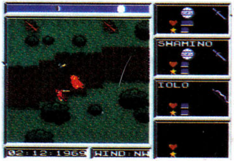
ULTIMA: WARRIORS OF DESTINY

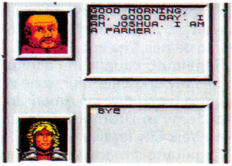
FCI is marching fearlessly ahead with its continuing series of Ultima RPGs, following up on Quest of the Avatar with Warriors of Destiny. Someone (Lord British for one) just can't seem to get enough of this brand of quest epic. We expect he has made some sort of "Ultima-tum." What's in store for the die-hard, Ultima fan this time around is none other than a rescue mission for Lord British himself, who has mysteriously disappeared. At the same time, the evil Blackthorne has consolidated his power along with the Shadowlords.


Britannia!
Yes! it must be Britannia.

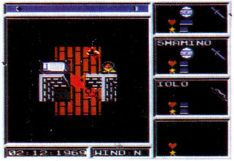
As we might have expected from an Ultima game, the plot is detailed and dark, full of magic and menace. The graphics didn't surprise us, either. Basically the graphics relay information without a lot of frills. You don't have to run and jump like a super hero in an Ultima game. What you do have to do is use your head. We also discovered that you have to use other people's heads, like those of Shamino, Dupre and other returning Ultima characters who aid you, or hinder you as they see fit. The huge number of characters conveys a certain sense of being in a real world.

If your idea of fun is solving puzzles, creating strategies and saving the world from a fate worse than bad breath, Warriors of Destiny will keep you on the edge of your seat for 100 hours or more.




GOOD MORNING, ER, GOOD DAY. I AM JOSHUA. I AM A FARMER.

BYE



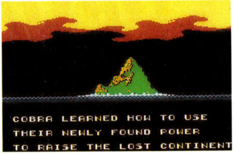
Just Around The Corner

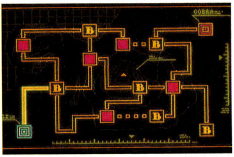
G.I. JOE 2

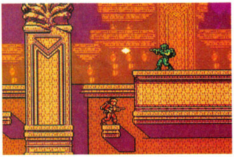
G.I. Joe 2 is another sequel that should keep fans of the original game chewing their nails in anticipation. Taxan introduced America's favorite fighting man and action figure to the NES in early '91 with a rip-roaring mission that kept us glued to our bazookas. Now, at the other end of the year, Capcom is coming out with number two, and there are some changes for Joe and company.

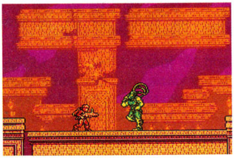
First off, the fighting control has been improved. It is now easier to switch from one weapon to another, or to use your fists. And, there are more weapons right off the bat—a big plus! You can even try the weapons out before you begin play. Second, the good guys in the version we saw seemed to look like the bad guys—and neither of them looked as good as the characters in the first game.

As for the mission, Joe and his highly trained commando squad are after the Cobra organization. It seems that Cobra has raised a lost continent from the sea and vital U.S. interests must be protected. With just a little work, G.I. Joe 2 could be raised to NES hit status.


COBRA LEARNED HOW TO USE
THEIR NEWLY FOUND POWER
TO RAISE THE LOST CONTINENT





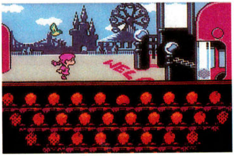


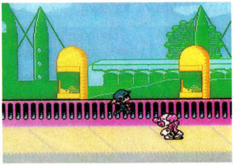
Just Around The Corner

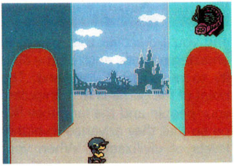
CRAZY LAND

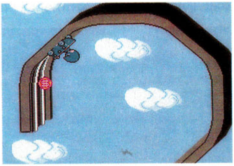
Dewey and Dixie are best friends, but when Dixie is snatched by a huge, mutant hand, Dewey becomes a super kid who bops evil clowns with a soccer ball. Yeah, we thought it sounded silly, too, but this action game from NTVIC and Vap (which also sounds kind of silly) can be a kick. Younger players, or older players, or players like us who have had it up to our ears with cuddly bunnies and happy ducks getting away with murder in so many cartoons, comics and video games will especially love it. Better yet are the roller coaster sequences with their loops and jumps. The best move in the game is a bicycle kick that makes Dewey flip head over heels. You can use this in the roller coaster cars, too.

The graphics are big and colorful—reminiscent of coloring books and building blocks. The game control is pretty good, and not too challenging except on a few jumps that must be made with precision. This game is definitely not for everyone, but if you've always suspected that clowns are inherently evil, as we have, you might like this one.









SUPER NINTENDO ENTERTAINMENT SYSTEM®

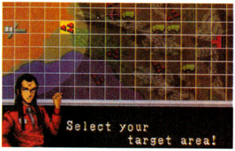
DEVELOPMENT DISPATCH

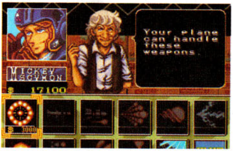
Now that the Super NES is in the stores, game makers are rushing to put their hottest titles on the shelves. The range of games–from RPGs to sports–is remarkable, and it keeps getting wider, which goes to show that the Super NES is super versatile. After a look at the games below, we think you'll agree.

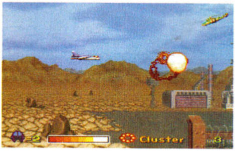
Just Around The Corner

U.N. SQUADRON

Known as Area 88 when it came out in the arcades, this hot action game from Capcom puts you in control of a jet fighter protecting your home base from invading ground and air forces. Well, that sounds pretty basic, but the game itself keeps you glued to the tube. Great control is part of the magic, but even more important to us was the challenge. There always seems to be just enough enemy firepower to keep you on the edge of disaster. That's not all. You can upgrade your fighter and add super weapons to your on-board arsenal. You action fans are going to love it.


Select your target area!

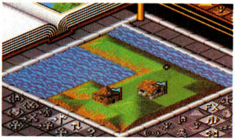

Your plane can handle these weapons.

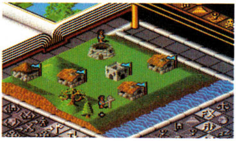


Just Around The Corner

POPULOUS

On the other end of the gaming spectrum is Acclaim's version of Populous, the hit PC game that defies all labels. At first glance, Populous looks like a board game with living pieces. Experiment a bit and you'll discover that you have amazing powers, such as the ability to raise and lower land. The point of the game is to manipulate your people and the land they live on so that they advance to higher levels of civilization. When your tribe comes in contact with an enemy tribe, battle ensues. So strategy is what the game is all about, but we also enjoyed just watching and listening to the miniature world which seems to have a life of its own.

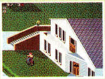
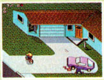
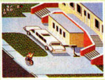




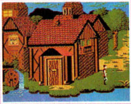
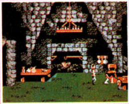
GOSSIP GALORE

PAPERBOY 2

The Software Toolworks is bringing back America's favorite suburban action game, and they're doing it in a big way with three versions of Paperboy 2. One version will be for Game Boy, one for the NES and one for the Super NES, which is pictured below. If past popularity is any measure, this game (or these games) should be a hit. Although we haven't got our hands on Paperboy 2, the folks at TST are promising a whole new array of front yard obstacles, not to mention bad weather and angry dogs!

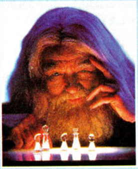




KINGS QUEST V

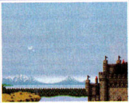
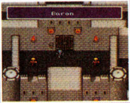
Konami is bringing King's Quest V, the PC game, to the NES. The highlight is the hero's pet owl, Cedric, who is often smarter than his master. The story is basic RPG stuff, and the look is definitely PC, but the text was well written and added to the fun. If only the controls were as well done...

CHESSMASTER



The Software Toolworks offers the first chess game for the Super NES in Chessmaster, and it looks like it offers a lot. Some of the options will be familiar to players of the Game Boy and NES versions, but the design team at Mindscape also made use of the Super NES graphics by including special 3D boards with both traditional and human pieces. Unlimited play levels mean that no matter how good you are, the Chessmaster can clean up.

FINAL FANTASY II

Square has created an RPG that will probably set the standard for the future. This is a great game, and talk about vast! There are cities and castles and countries to explore. There are huge dungeons and, oh yeah, the moon! If that isn't enough to make your A Button finger itchy, how about changing parties, quick decisive battles, and stunning graphics and effects. Okay, enough already, let's just say we like it.

NES PLANNER

COMING SOON

Avengers
Barbie
Bases Loaded 3
Bio Force Ape
Crazy Land
Cyberball
G.I. Joe 2
Hammerin' Harry
Hudson Hawk
King's Quest V
Mega Man 4
Might & Magic
Nightshade
Paper Boy 2
Rocky
Secret Ties
Space Shuttle Project
Star Trek
Terminator 2: Judgment Day
The Addams Family
Tiny Toon Adventures
TMNT III
Toki
Tom & Jerry
Toxic Crusaders
Ufouria
Ultima: Warriors of Destiny
Uncharted Waters
Where In Time Is Carmen Sandiego?
Wizards & Warriors III
Wolverine

SUPER NES PLANNER

COMING SOON

ActRaiser
Castlevania IV
Chessmaster
Joe & Mac: Caveman Ninja
Darius Twin
Drakkhen
Final Fantasy II
Final Fight
John Madden's Football
Paper Boy 2
PGA Tour Golf
Populous
Super Bases Loaded
Super Battletank
Super Play Action Football
U.N. Squadron
Wanderers From Ys

NINTENDO POWER™ Bulletin Board

BACK ISSUES

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 14 (July/Aug. '90): Rescue Rangers, Snake's Revenge, Solstice, Crystalis.
Volume 16 (Sept./Oct. '90): Maniac Mansion, Final Fantasy, Roller Games, NES Play Action Football, Snake Rattle 'N Roll, Kickle Cubicle.
Volume 18 (Nov./Dec. '90): Dr. Mario, Castlevania III, Little Nemo the Dream Master, Solar Jetman.
Volume 20 (Jan. '91): Mega Man III, Déjà Vu, Gremlins 2, The Immortal.
Volume 21 (Feb. '91): StarTropics, TMNT II: The Arcade Game, Quantum Fighter, Magician, Ultima: Quest of the Avatar.
Volume 22 (March '91): MetalStorm, StarTropics, G.I. Joe, Hudson's Adventure Island II.
Volume 23 (April '91): Power Blade, Sword Master, Totally Rad, Monopoly.
Volume 24 (May '91): Vice: Project Doom, The Adventures of Lolo III, The Rocketeer, The Lone Ranger.
Volume 25 (June '91): Battletoads, Day Dreamin' Davey, NES Open Tournament Golf.
Volume 26 (July '91): Robin Hood, Rockin' Kats, The Little Mermaid.
Volume 27 (Aug. '91): Ninja Gaiden 3, Dragon Warrior II & III, Darkman.
Volume 28 (Sept. '91): Super Mario World, Star Wars, Smash TV, Kick Master.

To order your back issues, use the form at the front of this issue.

STRATEGY GUIDES AND TIP BOOKS

Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information there is.

4-PLAYER EXTRA
FINAL FANTASY
NINJA GAIDEN II
SUPER MARIO BROS. 3

Strategy Guides Now Available:

Volume 13: Super Mario Bros. 3
Volume 15: Ninja Gaiden II
Volume 17: Final Fantasy
Volume 19: 4-Player Extra

Tip Books Available:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

To order the strategy source of your choice, use the form at the front of this issue.

SPECIAL OFFERS

Issues from our first two years are available only in special collectors' sets. You won't find these issues at newsstands, and you won't find this information anywhere else!

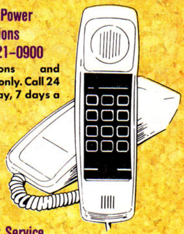
The First-Year Set includes in-depth reviews of the following games:
- **Super Mario Bros. 2**
- **Ninja Gaiden**
- **Castlevania II—Simon's Quest**
- **Zelda II—The Adventure of Link**
- **Teenage Mutant Ninja Turtles**

The Second-Year Set covers these games:
- **Mega Man II**
- **Dragon Warrior**
- **Super Mario Bros. 3**
- **Tetris**
- **Final Fantasy**

Player's Guides available now at $15 each:
- **The NES Game Atlas**
- **The Game Boy Player's Guide**

To take advantage of our special offers, use the form at the front of this issue and order now!

PHONE DIRECTORY



Nintendo Power Subscriptions 1-800-521-0900

Subscriptions and renewals only. Call 24 hours a day, 7 days a week.

Consumer Service 1-800-255-3700 (TDD 1-800-422-4281)

Call for service, general assistance or to change your address between 4 a.m. and midnight Pacific time, Monday through Saturday, or 8 a.m. and 5 p.m. Sunday.

Game Counseling 1-206-885-7529 (TDD 1-206-883-9714)

Stumped by a game? Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday, or 8 a.m. and 5 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

PLAYER'S POLL CONTEST WINNERS FROM JUNE 1991

GRAND PRIZE: A GOLF CART, TWO SETS OF CLUBS, AN NES OPEN TOURNAMENT GOLF GAME PAK

WINNER: John Cole, Naples, FL

SECOND PRIZES: NES OPEN TOURNAMENT GOLF GAME PAKS, NINTENDO POWER GOLF VISORS AND GOLF BALLS

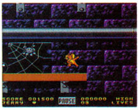
WINNERS: Tony Bliss, Locust Valley, NY; Shawn Camp, Wetherford, TX; Joel K. Campbell, Tulsa, OK; Kenneth Carpenter, Dover, DE; Jim Donjon, Waterloo, IL; Kurt Edinger, Greenleaf, WI; Sharon Enger, Coal City, IL; Joe Evans, Waldwick, NJ; Joe Goodson, Edmond, OK; April Hunt, West Palm Beach, FL; Blake Johnson, Charleston, IL; Craig Knuth, Saginaw, MI; James Laurino, Staten Island, NY; Pamela K. Lintecum, Hillsville, VA; Christian Lowry, Paola, KS; Kevin Lyons, Highland, CA; Miles Merwin, Staten Island, NY; Brock Oliverio, Morgantown, WV; Alvaro Osuna Jr., Delano, CA; Matt Patterson, Presque Isle, ME; Kevin R. Potter, Lancing, TN; Aaron Sandoval, Carmichael, CA; Yauty Sawmiller, Clay, NY.

THIRD PRIZES: NINTENDO POWER JERSEYS

WINNERS: Paco Alspuro, Hemet, CA; Jon-Paul M. Andolina, Mulberry, AR; Brent Bagsic, Buena Park, CA; John Banks, Nicholasville, KY; Susan M. Barrett, Beacon Falls, CT; Will Brown, Simpsonville, SC; Jimmy Carbone, Colorado Springs, CO; Walter Carmichael, Robersonville, NC; David Cho, Diamond Bar, CA; Aaron Clark, Violet, LA; Carolyn Cleveland, Duluth, GA; Nicholas Coker, Villa Rica, GA; Brook Corwin, Tucson, AZ; Kevin Dingler, Flint, TX; Sandy Dunham, Greeley, CO; Jonathan Durham, Niceville, FL; Gary Dutra, Newcastle, CA; Jared Foster, Sebastian, FL; Jim Geurts, Green Bay, WI; Seth Golla, Lewiston, ID; Marshall Guy, Champlin, MN; Daniel Haan, Lothian, MD; John Hardison, Littleton, CO; Mathan Hart, Lykens, PA; Matthew Henry, Fort Worth, TX; Roy Jacobs, Coushatta, LA; Jessica Judkins, Panama City, FL; Sascha Kling, Fort Knox, KY; David Labucki, Southampton, MA; Richard Lechich, Bremerton, WA; Vinny Llobell, East Norwich, NY; Brian Macarty, Pocatello, ID; Alberto Martini, Hialeah, FL; Bryan Mathison, Coon Valley, WI; Christian McGinnis, Mequon, WI; Brian T. Mitchell, Copperas Cove, TX; J.R. Mitchell, Fairborn, OH; Eric Munson, Indianapolis, IN; Jonathan Noland, Omaba, NE; Ben Nyboer, Anderson, IN; Mike Padow, Alexandria, VA; Murtaza Sardharwala, Brooklyn, NY; Steve Schmoke, Richmond, MI; Robert Slayer, Bellingham, WA; Michael Smith, Hartford, CT; Dan Sturtevant, North Andover, MA; Ken Talley, Balch Springs, TX; Mike Teahen, Garden City, MI; Billy Werrbach, Naperville, IL; Boyd Williamson, Seattle, WA.

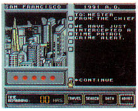
COMING NEXT MONTH:

TOM & JERRY


SCORE 001500
JERRY
PAUSE
000000
03
HIGH
LIVES

Tom & Jerry are at it again, this time on your NES. Tom has nabbed Jerry's little nephew, Tuffy, and trapped him in the attic. It's up to Jerry to climb up and over obstacles to free him.

WHERE IN TIME IS CARMEN SAN DIEGO?

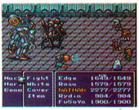

SAN FRANCISCO
1991 A.D.
←CONTINUE
TIME REMAINING: 00 HRS
TRAVEL
SEARCH
DATA
ABORT

TO: HESTER
FROM: THE CHIEF

WE HAVE JUST INTERCEPTED A TIME PATROL CRIME ALERT.

Who knows? If you find the clues, though, and piece them together, you might just discover Carmen's hideout. Time is of the essence, so you can't dawdle. Check it out next month.

FINAL FANTASY II


Mac
Hor
Beam
Fight
White
Cover
Item
Edge 1649/1649
Rosa 1579/1579
NATHAN 2277/2277
Rydia 984/ 984
FuSoYa 1900/1900

Following up the NES hit, Final Fantasy II for the Super NES is bound to be a blockbuster. Light Warriors will have more land to explore and more clues to uncover.

BATTLETOADS

Those ever popular Toad characters were a smashing hit on the NES and now they are headed for the Game Boy screen. Next month's review provides a first-hand look at their newest adventure.

Dear Readers,

One of the great things about planning Player's Poll Contests is that we get to meet people like NASCAR racing legend Bill Elliott. Last April's grand prize included a trip to meet him and see him race. A couple of weeks before the trip, his many fans here at Nintendo headquarters got to meet him when he dropped by on his way to a nearby race. We found that he is an ace not only behind the wheel but also at the controls of the NES! Elliott was actively involved in the programming of Bill Elliott's NASCAR Challenge, possibly the most complex NES racing game to date, and while he was here, the Game Counselors turned the tables and asked him for tips! Look for the new Game Boy version of his game this winter!

Leslie Swan

Leslie Swan
Nintendo Power Writer/Editor

CAPCOM
SONY

Bill Elliott in the winner's circle at Nintendo headquarters.

Nintendo of America Inc.
P.O. Box 97043
Redmond, WA 98073-9743

BULK RATE
U.S. POSTAGE
PAID
NINTENDO
of America Inc.

0 45496 69023 6

KEEP YOUR GAME IN HIGH GEAR
"STAY IN THE GAME BY MAINTAINING YOUR NINTENDO PRODUCTS."
Nintendo
MARIO III
800-255-3700

Keep your winning edge with Service Mario and the Nintendo World Class Service team. Pull out the maintenance, trouble shooting and service guide inside for World Class Service information. Then gear up!

FACTORY AUTHORIZED REPAIR CENTER FOR Nintendo PRODUCTS

Nintendo WORLD CLASS SERVICE